



# TABLE OF CONTENTS

## Getting Started:

- 2 - Table Of Contents
- 3 - Introduction
- 4 - Getting BYOC Set UP
- 5 - Before Playing

## DOOM Classes:

- 6 - Doomguy
- 10 - Dr Doomguy
- 14 - Revenant
- 18 - Doom Slayer
- 24 - Devil Marine
- 28 - Gary

## Pizza Tower Classes:

- 32 - Peppino
- 36 - Noise
- 40 - Stupid Rat
- 44 - Pizza Tower Guy
- 48 - Doise
- 52 - Bob & bob
- 56 - Melty Man

## Classes From Other Games:

- 60 - Serious Sam
- 64 - Serious Sam 4
- 68 - Fred Chexter
- 72 - Heavy
- 76 - Marco (Metal Slug)
- 80 - Megaman Sprite
- 84 - Moorhuhn
- 88 - Morshu
- 95 - Niko
- 99 - Quote
- 105 - Rayman
- 109 - Sir Daniel Fortesque
- 114 - Yung Venuz
- 118 - Postal Dude

## Classes From TV Shows/Movies

- 122 - Ash Williams
- 126 - Tony Soprano
- 130 - Homer Simpson

## Classes From the Internet:

- 134 - AVGN
- 138 - Joueur Du Grenier
- 142 - Pico
- 147 - Trollface

## Original Character Classes:

- 151 - Artificer
- 155 - Telos
- 159 - JhonnyKiller45
- 163 - Killer46
- 167 - Gammu
- 171 - Kyuteru
- 175 - Lothar
- 180 - Francette Leclerc
- 185 - Mobster Matt
- 189 - Stickguy
- 193 - Sheriff Gumboald
- 197 - Basinga
- 204 - Codsworth
- 209 - Gun Garth
- 214 - Bandit Bowie

219 - Credits



# INTRODUCTION

## WHAT IS BYOC?

BYOC (Bring Your Own Class) is a class mod for Doom brought to you by the BYOC Team.

It has been developed especially with cooperative multiplayer in mind but can also be played solo. It's even PvP friendly! The mod currently contains 40+ different classes to choose from, with each their own abilities.

It is **ONLY FOR THE ZANDRONUM SOURCEPORT**, Using GZDOOM will cause errors and make you unable to play.

## WHAT DOES IT ADD?

Over 40 (and more to come) playable classes with unique weapons and quirks.

A teleport feature: Mapset not too Co-Op friendly? This teleport will let you warp to either spawn or an ally to lighten the blow. You need to stand still and not shoot or receive enemy damage to use it.

Extra Lives: When setting up a server, you can set some cvars for extra lives! Use `sv_extralifescore` to set the score requirement for an extra life. (We recommend 100000)

Hitsounds, killsounds, gib effects, and cosmetics galore!: New to BYOC V 1.5 is the customization menu, customize your look in game, bind special BYOC controls and configure other settings in the BYOC Options.

A true ingame Class Select screen: You can bind its key in the BYOC Options.

# Getting BYOC Set Up

The main mode of this mod.

You'll go through the chosen campaign with the class you chose.

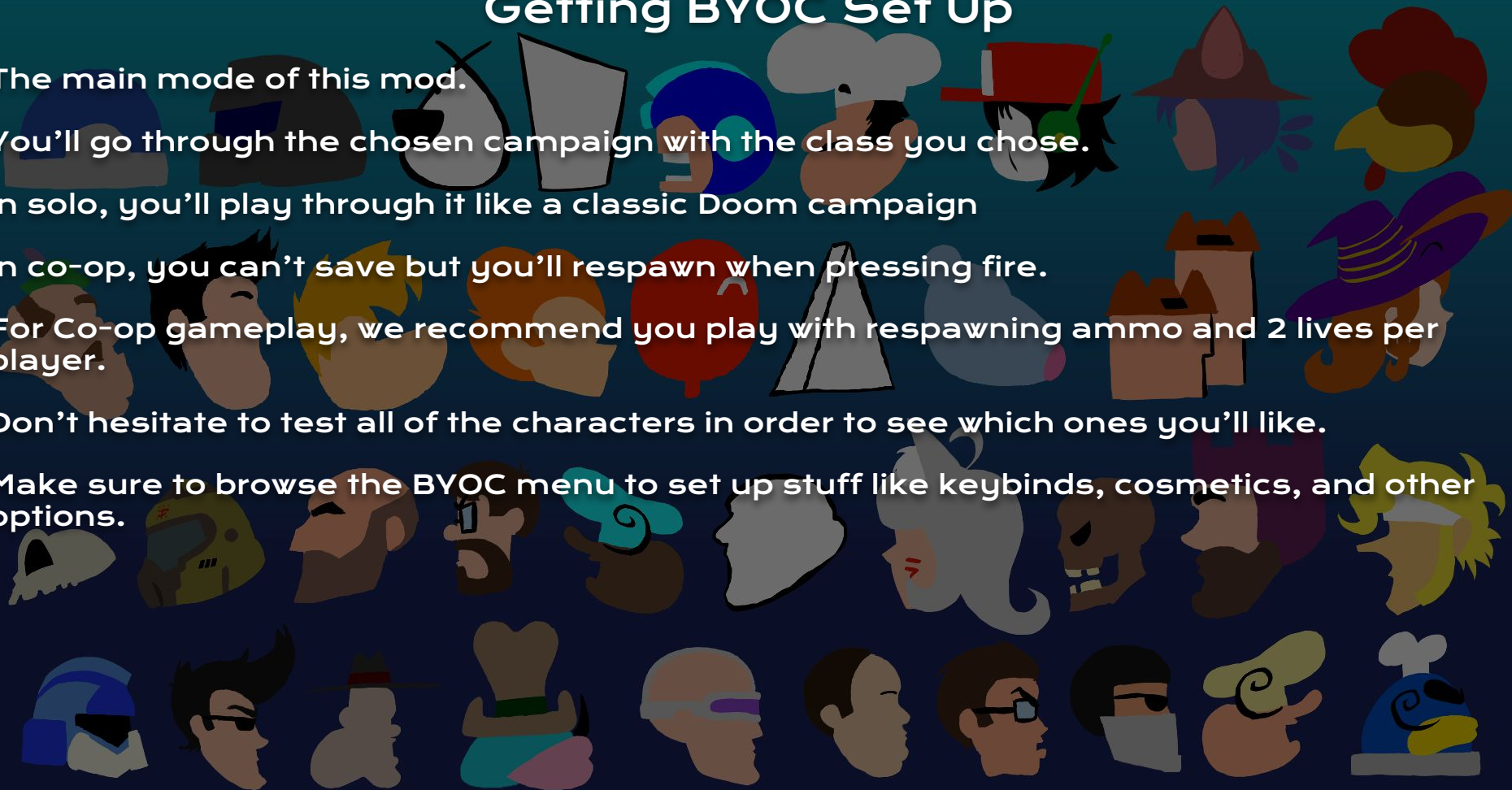
In solo, you'll play through it like a classic Doom campaign

In co-op, you can't save but you'll respawn when pressing fire.

For Co-op gameplay, we recommend you play with respawning ammo and 2 lives per player.

Don't hesitate to test all of the characters in order to see which ones you'll like.

Make sure to browse the BYOC menu to set up stuff like keybinds, cosmetics, and other options.





## BEFORE PLAYING

Don't forget to bind the AltFire, Reload, Zoom and additional character specific actions to accessible keys on your keyboard as many classes use these. (check the BYOC Options menu)

For Multiplayer, make sure you are using the latest version of Zandronum in conjunction with Doomseeker, thus enabling you to play on servers accepting up to 32 players at the same time.

Choose OpenGL as the renderer, it will enable the true colors and 3D models. (if you are stuck with software rendering, those models will be 2D sprites instead)

And most importantly...

# DO NOT TURN TEXTURE FILTERING ON!!!

In the next section we will introduce you to all the available classes.





DOOMGUY

RIP AND  
TEAR

## HISTORY:

No need to present him. Demons invaded his world and killed his colleagues and also Daisy, his pet rabbit. Vowing to exterminate every demon to ever set foot in his dimension, he is on an eternal quest through Hell and back to stop them once and for all.

## PRESENTATION:

The most classic character of BYOC. This is the Doomguy that everybody knows. His pistol was upgraded and his weapons have updated animations. A sure value, you can never go wrong by picking him.

## QUIRKS:

None.

A stylized, comic-book inspired illustration of the Doomguy character. He is depicted from the waist up, wearing his iconic green combat suit with black straps and a black helmet with a blue visor. He is holding a large, dark, spiked object, possibly a weapon or a piece of armor, which is partially obscuring his face. The background is dark with jagged, red and black spikes. In the top right corner, the word "DOOMGUY" is written in a large, blue, blocky font with a yellow outline and a 3D effect.

# DOOMGUY



## ARSENAL:

### Starting weapons:

**Brass Knuckles:** A close range attack that you would only use at a last resort.

**Pistol:** A weak hitscan weapon that is only good at killing weaker enemies. Ammo: Clip (1 per shot). To accomodate for the weakness of the pistol, its been given the ability to tap fire, but it's still slower than a chaingun.

### Pickups:

**Chainsaw:** Replaces your fist and provides a better range and far better damage output than your bare hands.

**Shotgun:** A reliable hitscan weapon , great at close range, good at medium. Ammo: Shell (1 per shot)

**Super Shotgun:** A classic. Far more powerful than than its counterpart but slower. Ammo: Shell (2 per shot)

**Chaingun:** Far better damage output than the pistol, not the most powerful but reliable.

Ammo: Clip (1 per shot)

**Rocket Launcher:** Fires rockets that deal great amounts of damage on contact on top of dealing explosive damage. Ammo: Rocket (1 per shot)

**Plasma Rifle:** Rapidly fires plasma balls that can melt through even the tougher of enemies.

Ammo: Cell (1 per shot)

**BFG 9000:** Deals great amount of damage when fired at point blank. The resulting tracers generally takes care of the rest.

Ammo: Cell (40 per shot)

## TIPS AND TRICKS:

Always stay on the move.

The Rocket Launcher isn't that great against the Spider Mastermind or the Cyberdemon.

To defeat the Cyberdemon, shoot at it until it dies.

# DOOMGUY

A stylized, comic-book inspired illustration of Doom Guy. He is depicted from the waist up, wearing his iconic green combat suit and a helmet with a blue visor. He is holding a large, glowing yellow sphere in his right hand, which appears to be a power source or a weapon. The background is dark and textured, with jagged, red and black shapes suggesting a battlefield or a destroyed environment. The overall style is bold and graphic, with heavy black outlines and vibrant colors.



DR.

DOOM GUY

Time for your  
colonoscopy.



## HISTORY:

What would happen if Doomguy had a PHD? He would still kill demons en masse, but with added surgical precision.

## PRESENTATION:

Dr. Doomguy's weapons are more powerful than Doomguy's, but he gets less ammo from pickups.

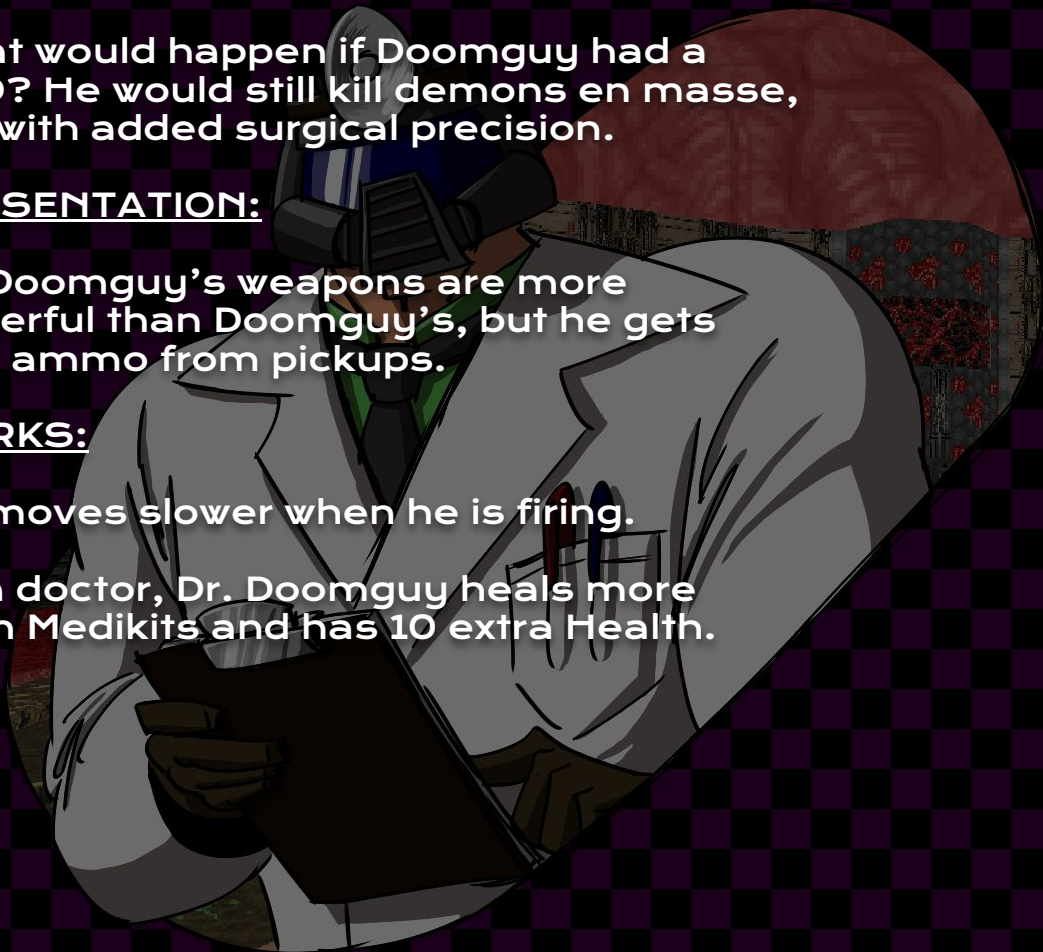
## QUIRKS:

He moves slower when he is firing.

As a doctor, Dr. Doomguy heals more from Medikits and has 10 extra Health.

DR.

DOOMGUY



## ARSENAL:

### Starting weapons:

**Brass Knuckles:** A close range attack that can pulverize a demon, even killing imps in one hit.

**Pistol:** A slightly stronger hitscan weapon that can take out demons faster than the average pistol. Like it's normal counterpart, it can be tapfired. Ammo: Clip (1 per shot).

### Pickups:

**Clipboard (Chainsaw):** You get a protective clipboard that can absorb projectiles, though it doesn't absorb splash damage or monster melee attacks. It also has a small cooldown before you can use it again.

**Shotgun (Shotgun):** A reliable hitscan weapon, great at close range, good at medium. Ammo: Shell (1 per shot)

**Surgical Shotgun (Super Shotgun):** A classic. Far more powerful than than its counterpart but slower. Ammo: Shell (2 per shot)

**Chaingun (Chaingun):** Far better damage output than the pistol, not the most powerful but reliable. Ammo: Clip (1 per shot)

**Rocket Launcher (Rocket Launcher):** Fires pills that deal a great amount of damage on contact on top of dealing explosive damage. The particles that it leaves behind can heal players a small amount. Ammo: Rocket (1 per shot)

**Pill Launcher (Plasma Rifle):** Fires bouncy colorful pills that can pack a punch. They also heal players 1 HP at a time. Ammo: Cell (1 per shot)

**BFV 9000 (BFG):** A giant pill that can take out Cyberdemons in one blast. Like the Rocket Launcher, the particles can heal allies. Ammo: Cell (40 per shot)

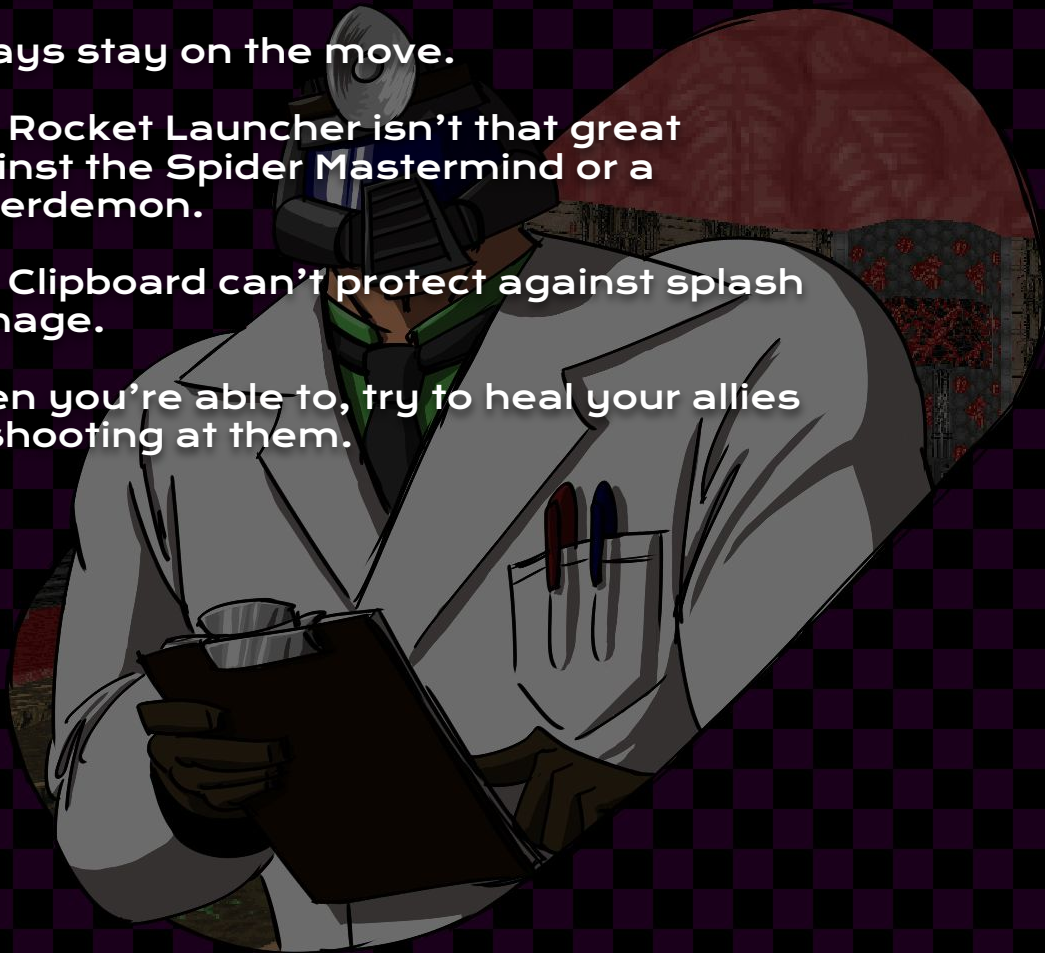
## TIPS AND TRICKS:

Always stay on the move.

The Rocket Launcher isn't that great against the Spider Mastermind or a Cyberdemon.

The Clipboard can't protect against splash damage.

When you're able to, try to heal your allies by shooting at them.



DR.

DOOM GUY





# REVENANT

\*ungodly  
screams\*

## HISTORY:

A wild revenant caught himself on a really long infighting spree. Show em all who's the alpha agitator!

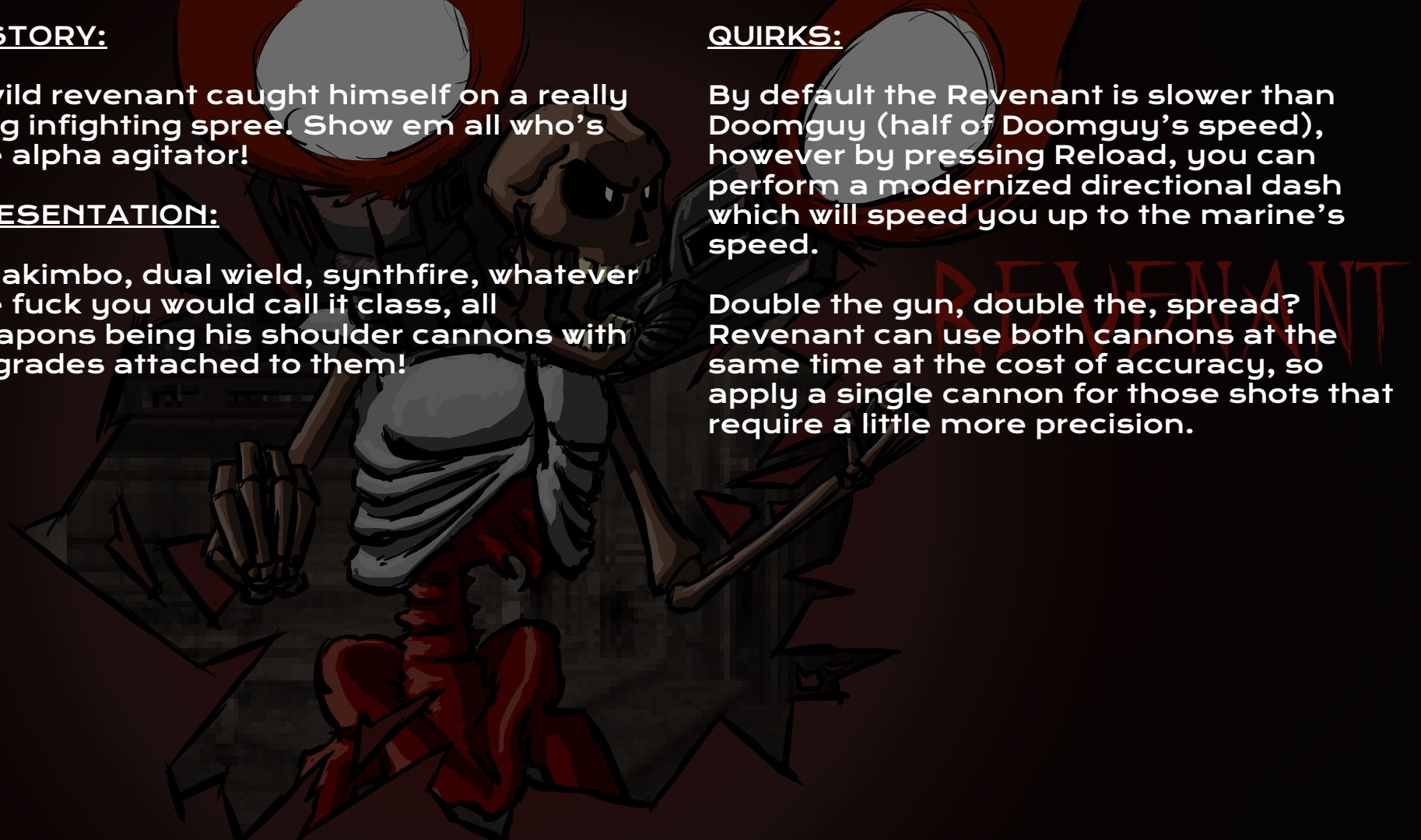
## PRESENTATION:

An akimbo, dual wield, synthfire, whatever the fuck you would call it class, all weapons being his shoulder cannons with upgrades attached to them!

## QUIRKS:

By default the Revenant is slower than Doomguy (half of Doomguy's speed), however by pressing Reload, you can perform a modernized directional dash which will speed you up to the marine's speed.

Double the gun, double the, spread? Revenant can use both cannons at the same time at the cost of accuracy, so apply a single cannon for those shots that require a little more precision.



## ARSENAL:

### Starting weapons:

A standard shoulder cannon. It has infinite ammo, so it will help you sometimes, if you're feeling cocky, press altfire for a punch.

### Pickups:

Shotgun replacement: Shotgun Upgrades for the shoulder cannons, you probably know how to use a shotgun.

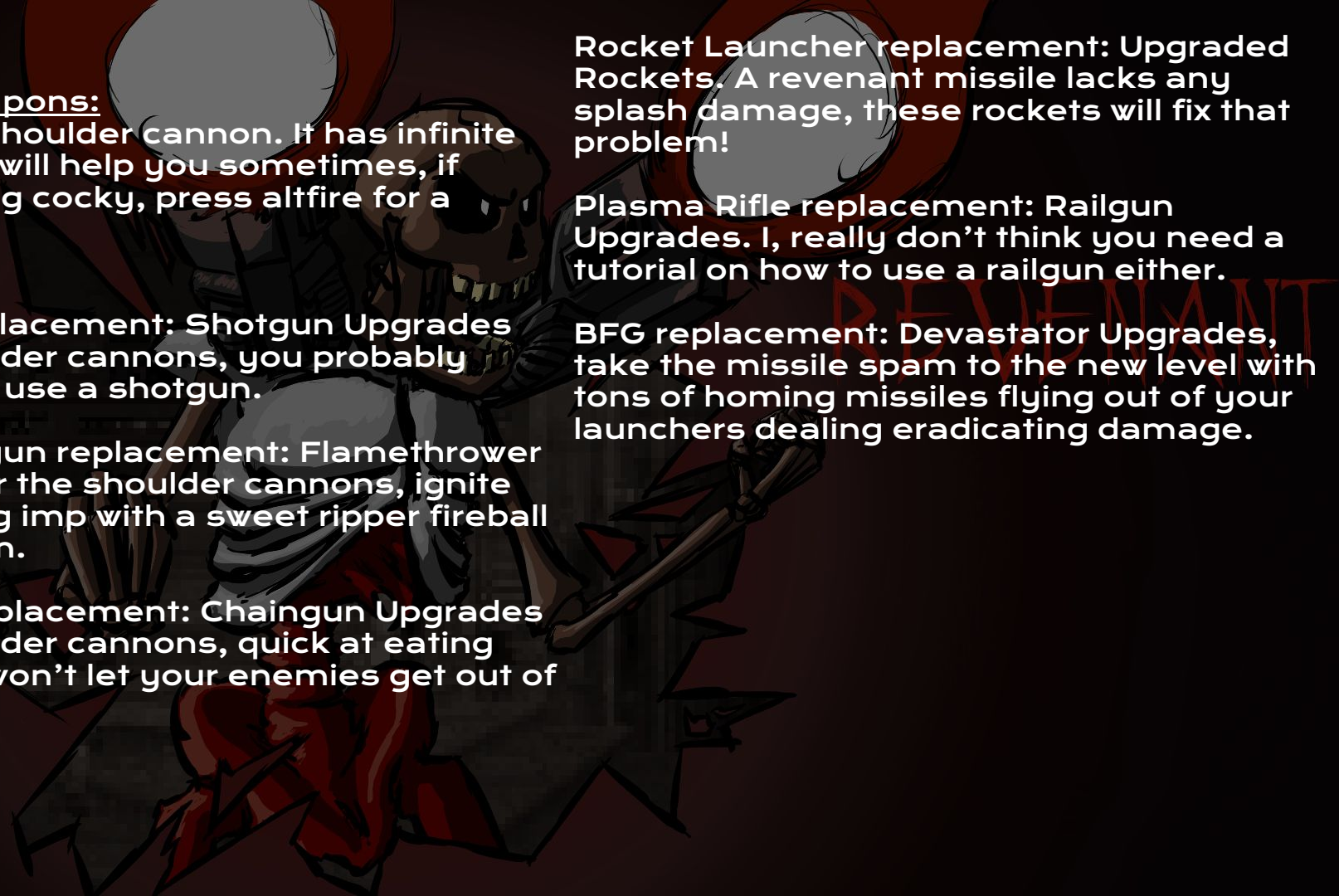
Super Shotgun replacement: Flamethrower Upgrades for the shoulder cannons, ignite the annoying imp with a sweet ripper fireball spam stream.

Chaingun replacement: Chaingun Upgrades for the shoulder cannons, quick at eating ammo, but won't let your enemies get out of a stun!

Rocket Launcher replacement: Upgraded Rockets. A revenant missile lacks any splash damage, these rockets will fix that problem!

Plasma Rifle replacement: Railgun Upgrades. I, really don't think you need a tutorial on how to use a railgun either.

BFG replacement: Devastator Upgrades, take the missile spam to the new level with tons of homing missiles flying out of your launchers dealing eradicating damage.





## TIPS AND TRICKS:

Color Yourself **RED** to troll your friends

Use the boost paired with the **RED** to troll even harder

Your taunt can also invoke fear in your allies.



# REVENANT

# DOOM SLAYER

“No...”





## HISTORY:

After emerging from his demonic coffin, the Doom Slayer is ready to slay all the demons who decided to piss him off by invading again.

## PRESENTATION:

The Doom Slayer uses his Arsenal from Eternal, with some gnarly weapon mods that can be used to enhance his combat skills and his overall killing efficiency. His weapon mods are limited to one per weapon so no need to worry about picking favorite weapon mods. His speed was also put to doomguy's because there isn't any movement tools in your arsenal, nor is there any stage elements that affect your movement.

## QUIRKS:

The Slayer has plenty of tools in his belt, including the chainsaw, a utility you can use to restore ammo. When chainsawing an enemy, you become invulnerable to not die. You can use the chainsaw on any weapon by pressing the Reload key. Your chainsaw is put on a lengthy cooldown but it recharges faster by slaying.

With his weapons being better than Doomguy, his ammo capacity has taken a large hit, meaning ammo management becomes more crucial. His capacities are:

160/240 clips

16/24 shells

10/20 rockets

200/400 cells

30/60 argent

He is able to quickswap (able to switch weapons during animations, cancelling the wait times, meaning faster dps)

Argent Ammo - Gained via chainsaw, and by cell pickups, used for your BFG.



A stylized illustration of the Doom Slayer character. He is shown from the waist up, wearing his iconic green and grey armor. He has a large, grey, claw-like right hand and a more human-like left hand. He is holding a large, curved, blood-stained weapon. The background is dark with yellow and orange flames at the bottom. The text is overlaid on the image.

## ARSENAL:

### Starting weapons:

**Heavy Cannon:** The heavy cannon is an assault rifle that is good for taking out some low tier demons.

**Mod - Precision Bolt:** Using altfire while in this state utilizes the scope, zooming in for those nicely precise shots. Once let go, you shoot one hitscan attack for five clips, and zoom out. It's got a small cooldown so it can't be spammed.

### Pickups:

**Slayer's Fists (Chainsaw):** A very weak melee that is not recommended for constant use, instead, wait for your trusty blood punch to charge up, and then punch for some devastating damage, and you regain 35 health upon landing the blood punch. Has a cooldown once hit.

Using Altfire deploys the Flame Belch, which drops up to 35 armor upon hitting an enemy. Has a cooldown once used, even if it doesn't hit an enemy, so use it carefully.

## ARSENAL:

### Pickups: (Continued)

#### Combat Shotgun (Shotgun):

Your trusty combat shotgun, blasts out a few hitscan pellets, with vertical and horizontal spread. Good for taking out an imp or a chaingunner at close - mid range.

Mod - Sticky Bombs: Using altfire while in this state lobs a sticky bomb that explodes a second after it makes contact with something. Upon contact with a demon, it will get stuck to them maximizing the damage on them. Good for low tier crowd control. Costs 2 Shells.

Super Shotgun (Super Shotgun): The Slayer's best friend and a demon's best fiend, as the Super Shotgun melt demons at close range. Shoots 3 sets of pellets, a short range high damaging set, a mid range mid damaging set, and a long range low damage set, so your shots get stronger the closer you are. Has little vertical spread but high horizontal spread. Standing close to a small demon upon firing it will turn it into paste. There is no meathook as to not break maps where jumping is turned off.

#### Chaingun (Chaingun):

A chaingun that fires faster than the heavy cannon, however it does less damage and has spread, Good for keeping an enemy in check.

Mod - Mobile Turret: Using altfire while in this state unwinds the chaingun, and unleashes insane amounts of bullets. Can eat your ammo up faster than those demons will die.



## ARSENAL:

### Pickups: (Continued)

**Rocket Launcher (Rocket Launcher):** The rocket launcher is the #1 tool for blowing demons up. Its fire rate is slow but rockets are pretty beefy.

**Mod - Remote Detonation:** Using altfire while a rocket is out in this state will cause all your rockets to detonate midair, and cause them to shoot mini explosions to their sides. Useful for mid-high tier crowd control and can falter any demon in its wake (even boss demons). You can tell when the rocket will damage an enemy when green sparks start emerging from them.

**Plasma Rifle (Plasma Rifle):** The plasma rifle is good for stunning a few demons, and melting them in the process.

**Mod - Heatblast:** Upon firing, you build up heat, build up enough and it will be stored in the gun until you use it. Upon using the altfire when you have enough heat built up unleashes a radius of heat that stuns and melts anything around you. The effect is increased if you are at the second heat tier. Useful for close up crowds and when you are in a pinch.

DOOM SLAYER



## ARSENAL:

### Pickups: (Continued)

**Ballista (Plasma Rifle):** A dual railgun of death, shooting two beams of superheated plasma that pierces the heavens (and the demons). Good for high damage on a single target. Has a slow fire rate and has some significant recoil. Costs 25 Cells

**Mod - Arbalest:** Using altfire while in this state will load up a super concentrated bolt of energy, and when let go shoots it out at a high velocity. Upon contact explodes after a second. It can stick to a demon as well if your bolt hits it. Costs 50 Cells

**BFG 9000 (BFG):** The BFG 9000, a force to be reckoned with. Firing it unleashes the large green ball of argent energy that damages anything in its radius, and upon impact, unleashes a large explosion. It's surely to kill anything weak and cripple anything strong. Costs 15 Argent.

## TIPS AND TRICKS:

Watch your cooldowns, if you are able to use something, use it at the right time. Each cooldown has its own distinct sound that plays when it's ready.

Riding on one gun can deplete your ammo fast, so its always good to juggle your weapons

Quickswapping skips animations, really handy for rocket-ballista combos or SSG PB combos.

Chainsawing an enemy makes you invulnerable during its animation, but you should always consider your surroundings so you don't get spanked after using it.



# DEVIL MARINE

**“Let’s rock.”**



## HISTORY:

Devil Marine was once a UAC officer much like Doomguy, but met his untimely demise at the start of the demon invasion. His soul was cast into the deepest planes of Hell, and there he would've been turned into another trooper of the demon army were it not for his unfaltering will. Resurrected by the hellish powers that be, he now fights to maintain his humanity and escape the nightmare.

## PRESENTATION:

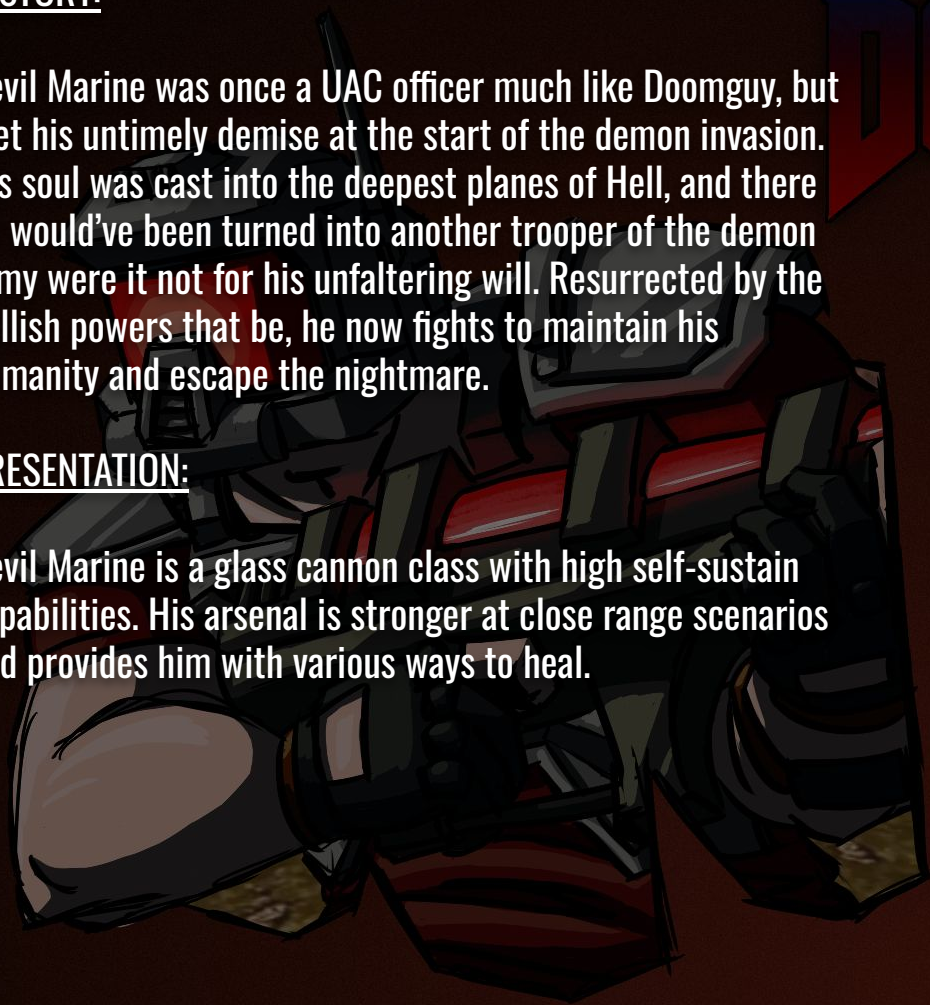
Devil Marine is a glass cannon class with high self-sustain capabilities. His arsenal is stronger at close range scenarios and provides him with various ways to heal.

## QUIRKS:

**Weaker Armor** – Devil Marine's Armor points cannot go above 100 and the protection level is only 33%.

**Cannot use Health and Armor Kits** – All Health/Armor Kits and Bonuses do not heal you and instead are converted into Fuel for the Meat Grinder.

**Blood Health and Blood Armor Bonuses** – Exclusive to Devil Marine, these items heal you for 3 points of the respective pickup, they are dropped after landing hits with certain weapons and can overheal you.





## ARSENAL:

**Meat Grinder** – A bloody chainsaw that belonged to the UAC. Deals high damage and can stun enemies easily. Landing hits with this weapon while you have Fuel available drops Blood Health and Blood Armor Bonuses. You can still use the weapon even without Fuel.

**Siphon Pistol** – Devil Marine's personal handgun, a burst-fire pistol that, on hit, restores 1 Armor point on two of its shots and heals 1 Health on the third shot.

**Explosive 12 Gauge (Shotgun)** – A shotgun that fires explosive slug rounds. The slugs detonate only on impact with an enemy and heal you for 1 Health on hit. This weapon uses a separate ammo type, which can be obtained from shell ammo pickups.

**Dark Double Barrel (Super Shotgun)** – This shotgun fires two consecutive shots at a time, with a short reload period afterwards. The first shot drops Blood Health Bonuses on hit, while the second shot drops Blood Armor Bonuses.

**Inferno Gatling (Chaingun)** – A fiery gatling gun that fires slower and deals less damage, but restores 1 Armor and applies a Burn effect to enemies on hit. The Burn effect stacks with multiple shots landed.

**Hellfire Launcher (Rocket Launcher)** – Fires two demonic fireball projectiles simultaneously, one restoring Health and the other Armor on hit. The healing effects from this weapon are applied via a buff that lasts for a few seconds, with a short subsequent cooldown.

**Blood Plasma Cannon (Plasma Rifle)** – Fuelled by demon blood. Shoots three projectiles, two of which heal 1 Health while the 3rd restores 1 Armor.

**Unmaker (BFG)** – The most mysterious and godless weapon. Rapid-fires powerful laser beams, with the damage output and number of projectile shots increasing gradually as you hold down the fire button.

## TIPS AND TRICKS:

Mix up your weapon usage to get the most out of your regenerative capabilities and fully cover the fact you cannot heal yourself through most conventional means.

The Chainsaw pickup doubles your Fuel capacity for the Meat Grinder.

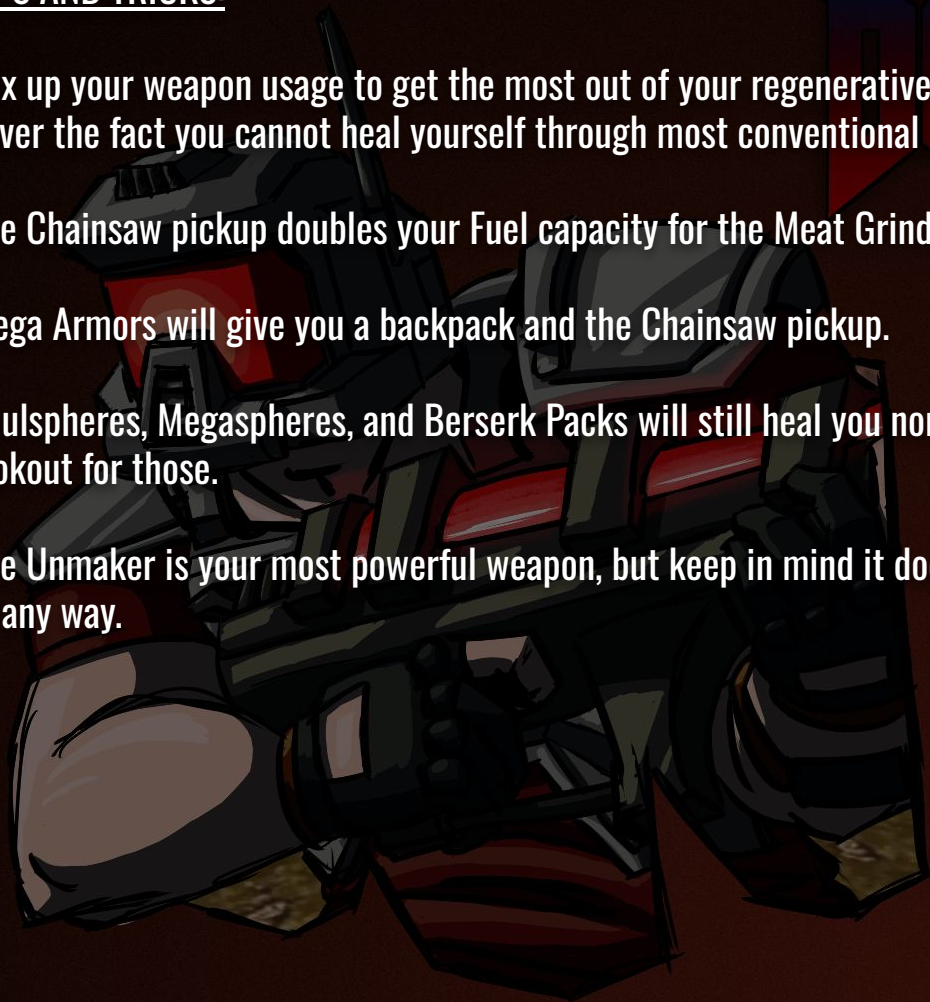
Mega Armors will give you a backpack and the Chainsaw pickup.

Soulspheres, Megasphears, and Berserk Packs will still heal you normally, so be on the lookout for those.

The Unmaker is your most powerful weapon, but keep in mind it does not heal you back in any way.

# DEVIL

# MARINE







HI! MY NAME IS

GARY

[Archvile noises]



## HISTORY:

Gary is an Archvile. Why is his name Gary? Probably the same reason he's wearing a hat and tie. He was kicked out of the secret Archvile home (Plutonia map 11) because of his red skin. Forced to survive on his own, he hones his skill and prepares for revenge upon them for abandoning him.

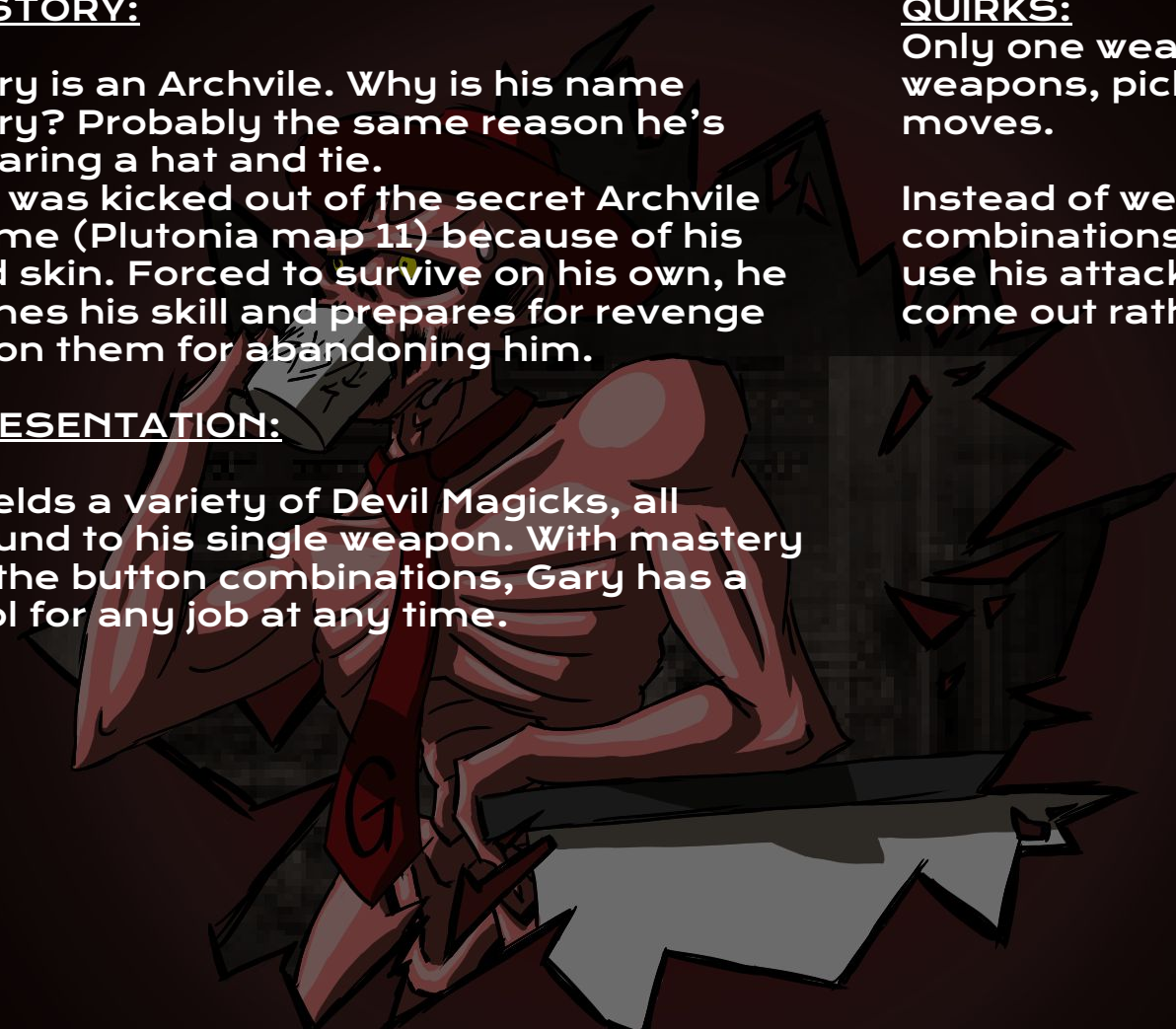
## PRESENTATION:

Wields a variety of Devil Magicks, all bound to his single weapon. With mastery of the button combinations, Gary has a tool for any job at any time.

## QUIRKS:

Only one weapon. Instead of new weapons, pickups instead give you new moves.

Instead of weapon switching, Gary uses combinations of fire, altfire, and reload to use his attacks. However, the attacks come out rather slowly.



## ARSENAL:

### Starting weapons:

-Devil Magic (FIRE) - Engulfs your target in flames. Highly accurate hitscan. Can be fired slowly if you have no ammo.

### Pickups:

Chainsaw - Devil Dash: (Tap ZOOM)  
Patent pending. Constantly dash forward and deal damage to anything in your way. Press any attack button to exit the dash.

Shotgun - Devil Burst: (FIRE+ALTFIRE)  
Fire a hitscan that lights an explosion under the enemy's feet while also dealing damage to close surrounding targets. Can be canceled from devil magic.

Super Shotgun - Flame Orb: (ALTFIRE)  
Shoot a powerful orb of fire. The slow speed of the projectile makes it best used at midrange.

Chaingun - Devil Magic Enhancement:  
Your Devil Magic(FIRE) now ramps up in speed after being held for a bit.

Rocket Launcher - Rocket Punch:  
(ALTFIRE+RELOAD)  
Punch with full energy, flinging a slow explosive projectile from your fist. If you use the rocket punch in melee range of an enemy, the punch instead lands and deals huge damage to the enemy and everything surrounding it. But if you miss you'll probably blow yourself up!

Plasma Rifle - Devil Storm:  
(FIRE+RELOAD)  
Zap all enemies directly in front of you sith style. Has a short but wide range. Reload doesn't need to be held once the attack is active.

BFG - Hell Nuke: (HOLD RELOAD)  
Focus your energy into a small, slow moving ball. When it hits it will explode and keep exploding, dealing constant damage as the explosion grows.

## TIPS AND TRICKS:

Don't fear the Rocket Punch Melee. The damage is usually worth the risk.

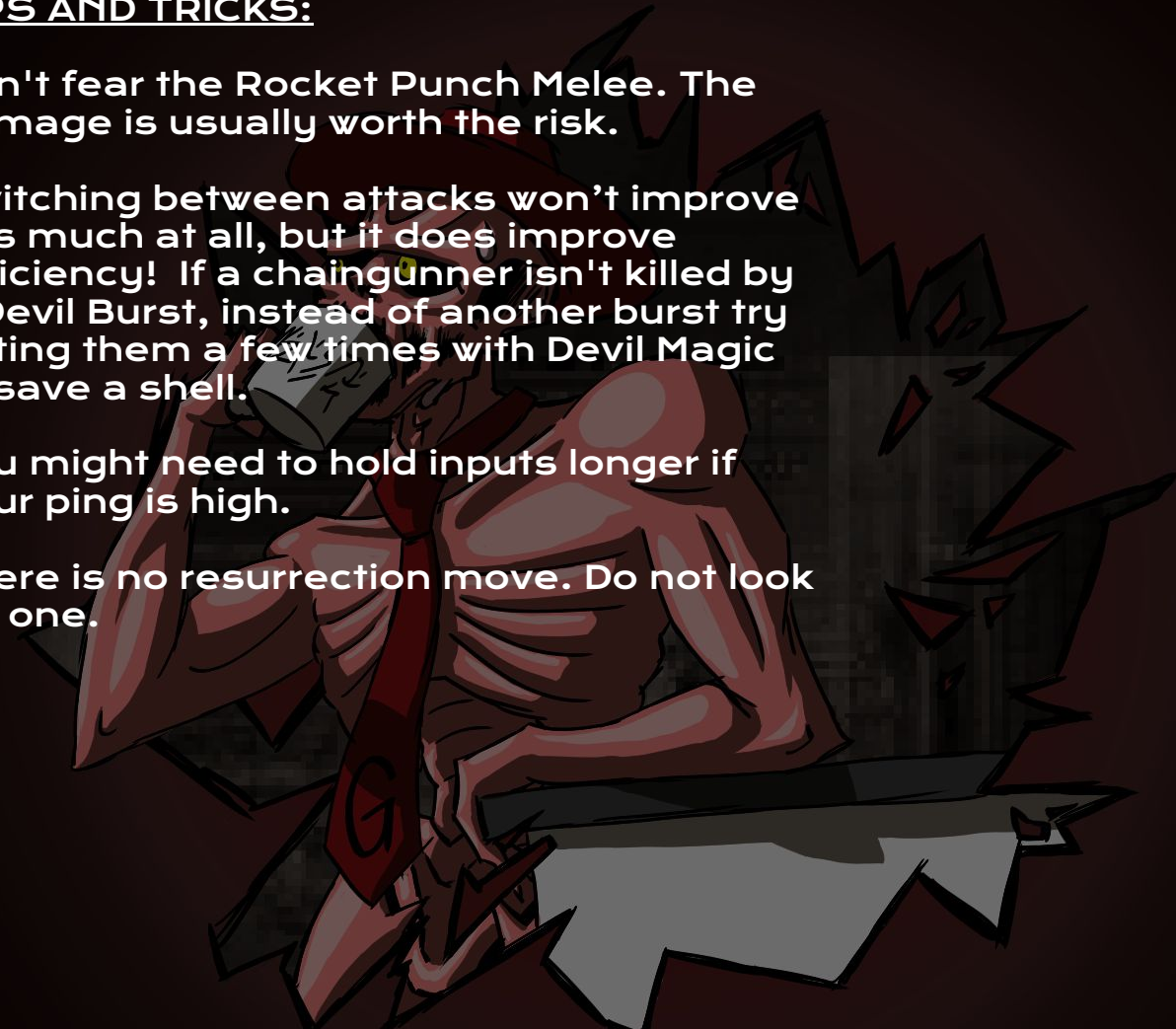
Switching between attacks won't improve dps much at all, but it does improve efficiency! If a chaingunner isn't killed by a Devil Burst, instead of another burst try hitting them a few times with Devil Magic to save a shell.

You might need to hold inputs longer if your ping is high.

There is no resurrection move. Do not look for one.

HI! MY NAME IS

GARY





# PEPPERINO



It's Pizza Time!

## HISTORY:

Peppino Spaghetti got hurt one too many times, and was sent to hell.

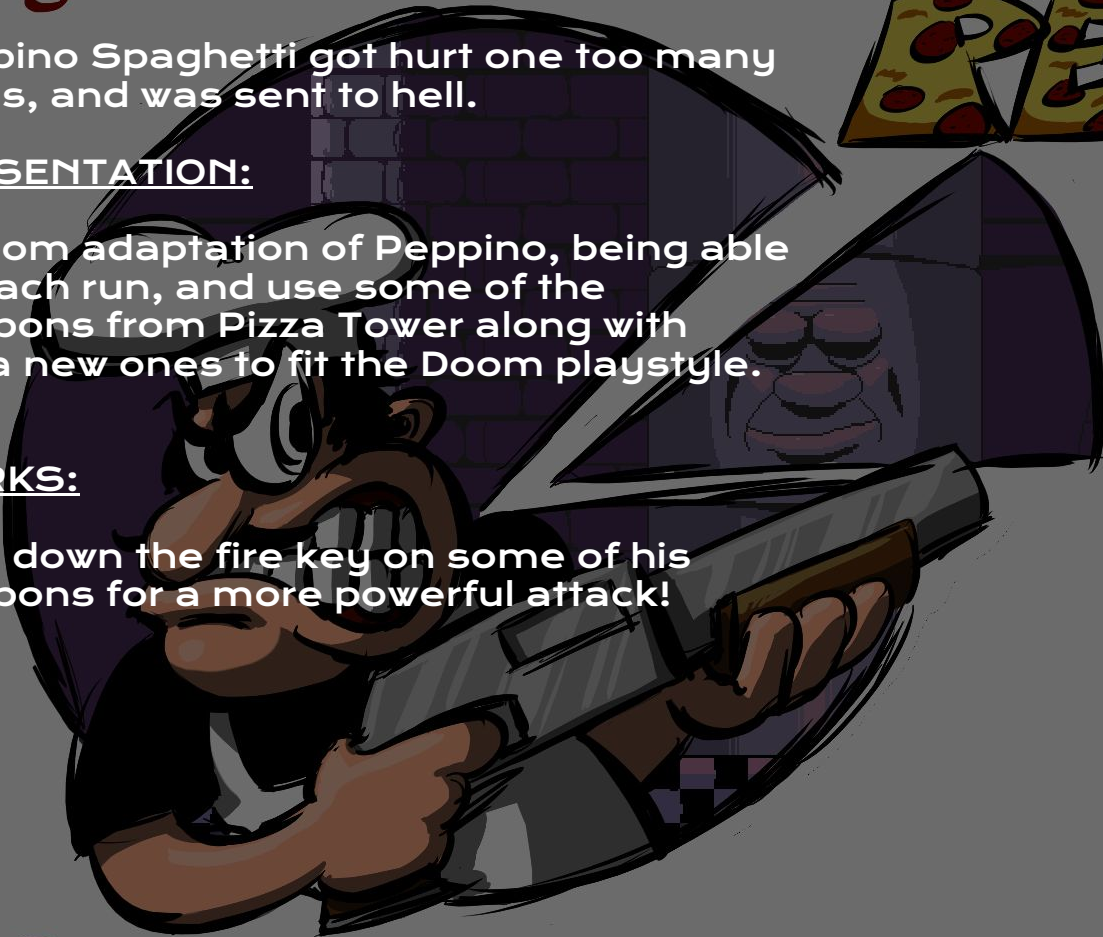
## PRESENTATION:

A Doom adaptation of Peppino, being able to Mach run, and use some of the weapons from Pizza Tower along with extra new ones to fit the Doom playstyle.

## QUIRKS:

Hold down the fire key on some of his weapons for a more powerful attack!

# PEPPINO



## ARSENAL:

### Starting weapons:

-Italian Fists: Use your unmatched anger to swing whatever you can at demons. Altfire while moving lets you mach run, which makes it lethal once you hit mach 3.

-Pizza: Throw slices of your hot and ready pizza at demons, charging this attack throws a faster more powerful one that explodes into small crumbs.

### Pickups:

Scooter (Chainsaw): Your Scooter will let you instantly enter a Mach 3 run, but requires fuel. Fuel is gained from all ammo pickups. You still need to move to activate the Scooter.

Revolver (Shotgun): A tapfire weapon that shoots bullets, Holding the fire button charges up a stronger shot.

Shotgun (Super Shotgun): A shotgun that takes 2 shells to use. Holding the fire button charges up a stronger shot.

Box of Pizza (Chaingun): Now you can deliver those pizzas in the form of a whole pie. Holding fire charges a more powerful shot that explodes into a bunch of small crumbs.

Vigilante Dynamite (Rocket Launcher): Become the Vigilante and throw sticks of bouncy dynamite. Holding the fire button throws a faster stick of dynamite that explodes on surfaces.

Pizzard Spell (Plasma Rifle): Become a pizzard and cast lightning spells on enemies. Holding the fire button will call down a thunderstorm of bolts to pelt a small area, and holding altfire will let you rapidly conjure lightning.

Pizzaface (BFG): Summon Pizzaface to chase down demons, and watch as he turns them into fresh marinara. You can only have one Pizzaface deployed at a time, and he disappears shortly after being deployed.





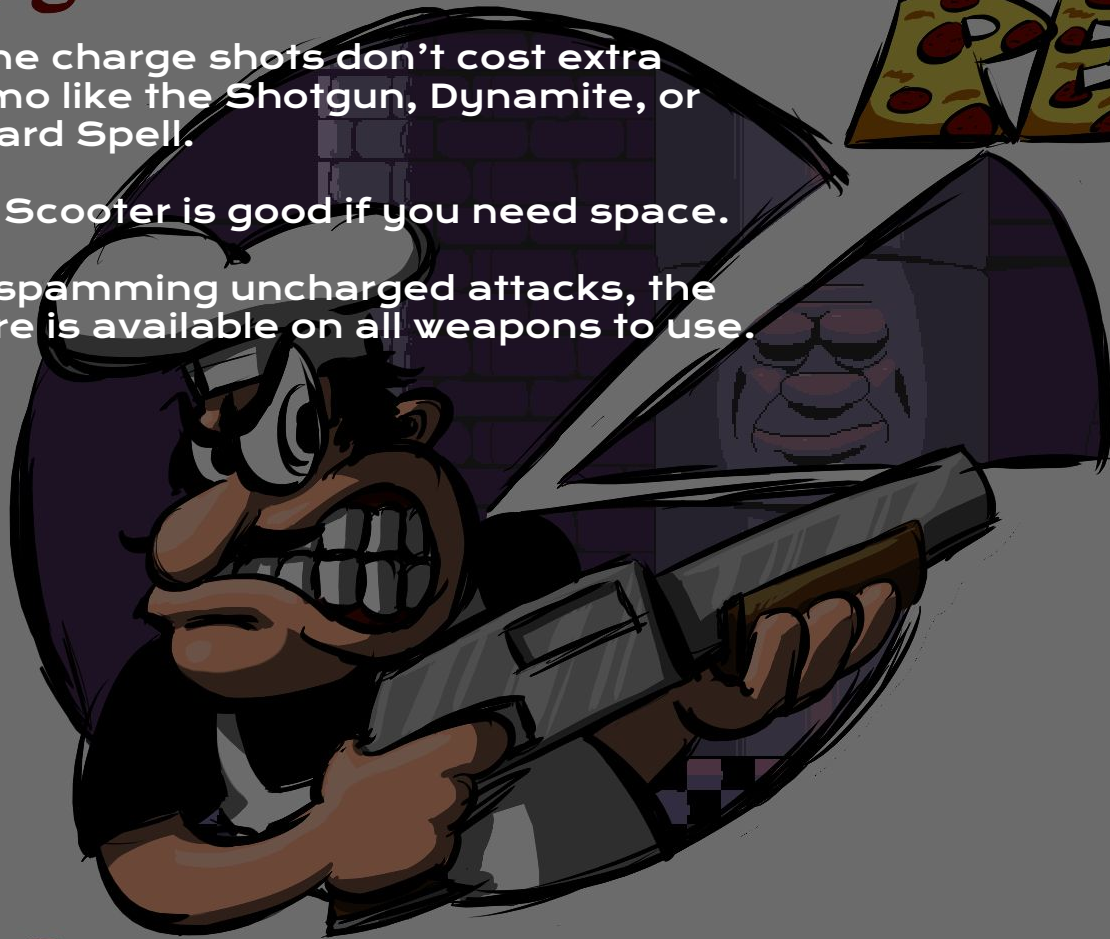
## TIPS AND TRICKS:

Some charge shots don't cost extra ammo like the Shotgun, Dynamite, or Pizzard Spell.

The Scooter is good if you need space.

For spamming uncharged attacks, the altfire is available on all weapons to use.

# PERRINO



NOISE



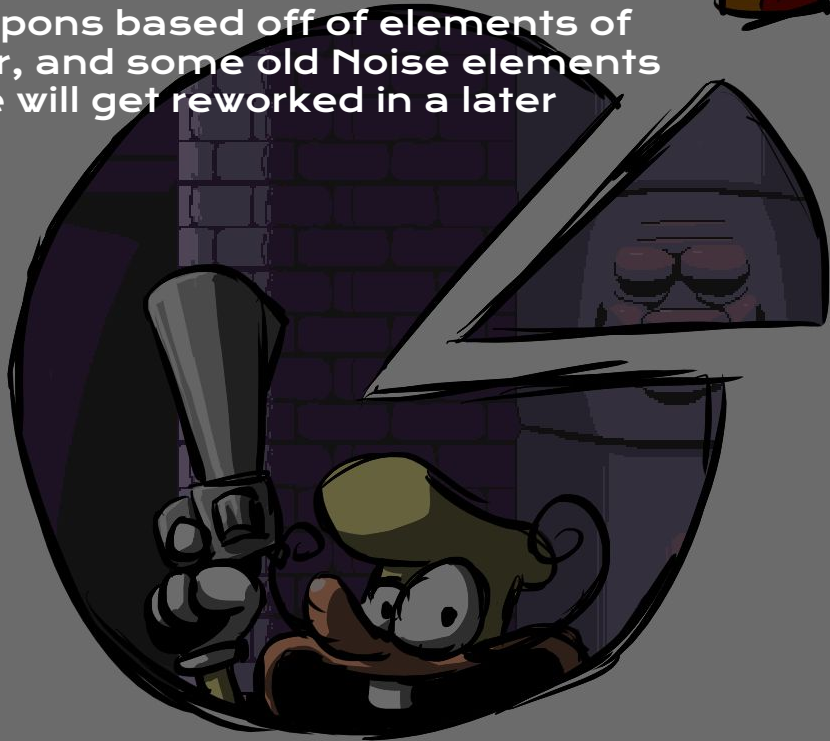
“Woag!”

## HISTORY:

Noisette sent poor Noise to hell, he had it coming.

## PRESENTATION:

Some weapons based off of elements of pizza tower, and some old Noise elements (The Noise will get reworked in a later patch).



## QUIRKS:

Some altfires to weapons.

Hitting enemies will fill up your fuel meter, useful for the skateboard and Jetpack.

# NOISE



## ARSENAL:

### Starting weapons:

**Fist:** Use your unmatched uncanniness to swing whatever you can at demons. Altfire while moving lets you use the pogo stick, which can bounce you into enemies and get around faster.

**Candy Slingshot:** Sling candycorn into demons, Holding the fire button charges up a faster stronger shot.

### Pickups:

**The Jetpack (Chainsaw):** Be a menace, and ram into demons at full speed. It runs on fuel, which unlike Peppinos fuel, recharges passively. Hitting an enemy or a wall will take a lot of your fuel away

**Revolver (Shotgun):** A tapfire weapon that shoots projectiles.

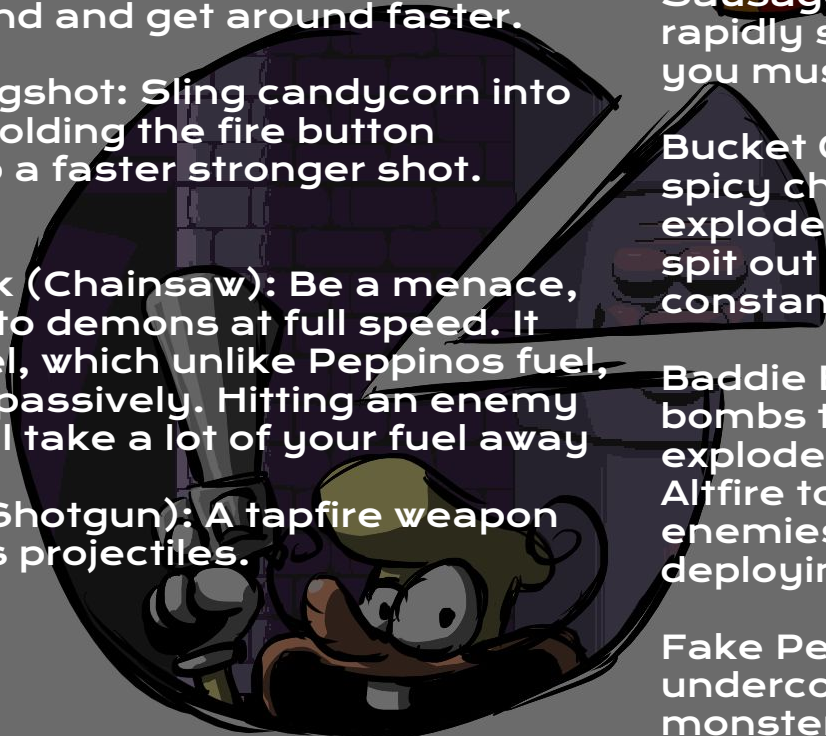
**Taunts and Skateboard (Super Shotgun):** Shoot radical taunts that can pierce through weaker enemies Altfire to ride the skateboard. The skateboard pushes demons aside, or rams them if you are too close.

**Sausage Chaingun (Chaingun):** A weapon that rapidly shoots projectiles. Once you stop firing you must put in a new sausage.

**Bucket O' Chicken (Rocket Launcher):** Throw spicy chicken wings that have gravity and explode. Altfire to consume a chicken wing and spit out a fireball that can damage enemies constantly.

**Baddie Box (Plasma Rifle):** Lob bouncy Noise bombs that will chase down an enemy and explode. They can only bounce a few times. Altfire to deploy a noisy that will ram into enemies. There is a small cooldown after deploying the noisy

**Fake Peppino (BFG):** Unleash Peppino's undercooked doppelgänger to chase after monsters. He behaves like pizzaface, except he cannot fly, or jump, or climb walls.



## TIPS AND TRICKS:

Noise has decent evasive abilities with the skateboard, use it to get out of a pinch.

# NOISE





# STUPID RAT

\*Sniff\*



## HISTORY:

Decided it wasn't worth getting in the way of the balding fat ass italian man. How his world has changed since that.

## PRESENTATION:

A brawler type class who has a lot of close range attacks.

He is also a tank, being able to resist half of the damage dealt to him.



## QUIRKS:

Uses unique ammo types for main weaponry, all regular ammo is used for the "spit it out!" weapon however.

My pain, my gain! Stupid rats gain their special ammo types by taking damage.

Each death is permanent, but a different sized rat will take your place and weapons, (doesn't effect any gameplay stats).

STUPID  
RAT

## ARSENAL:

### Starting weapons:

Donut: Roll around in a ball and ram enemies. You move faster while airborne.

Spit it Out!: As a stupid rat, you are too stupid to use weapons, so you eat all the ammo pickups and spit them out. Press fire to spit which ammo type you choose and change ammo types with altfire.

### Pickups:

Phone (Chainsaw): Calls a pizza to drop to your location where you and allies can heal to 200 hp. Recharges by dealing damage, or loading in the next map.

Jelly (Shotgun): Bounce around spewing random projectiles around you.

Cheese (Super Shotgun): Become a solid block rat and slam down, doing damage in an area. Being a cube rat makes you extra sturdy, being able to resist even more damage.

Pizza (Chaingun): Munch on some delicious pizza to patch up those wounds. Only heals to 100.

Balloon (Rocket Launcher): Throw pushable short ranged balloons that sit and pop and explode after a short time, or if a demon walks into one.

Rats in a Can (Plasma Rifle): Throw mini rat planes that go out and gun down demons.

Bomb (BFG): Become a nuclear bomb by doing a big jump and then slam onto the ground doing massive damage to anything nearby. Each use costs health, and you will be unable to use it under 20 hp.

STUPID  
RAT

2

## TIPS AND TRICKS:

You may be tanky, but you can still be ripped to shreds.

The pizza (chaingun) stops your movement while you are eating it.

Spit it Out is the best option for long range attacks.



# STUPID RAT





PTG

\*BURP\*

## HISTORY:

A godlike being from a unknown region of earth. No one knows how limitless his power, agility, and wisdom is, but if there's one thing certain, he's always able to get out of the stickiest situations.

He also has a crippling alcohol addiction.

## PRESENTATION:

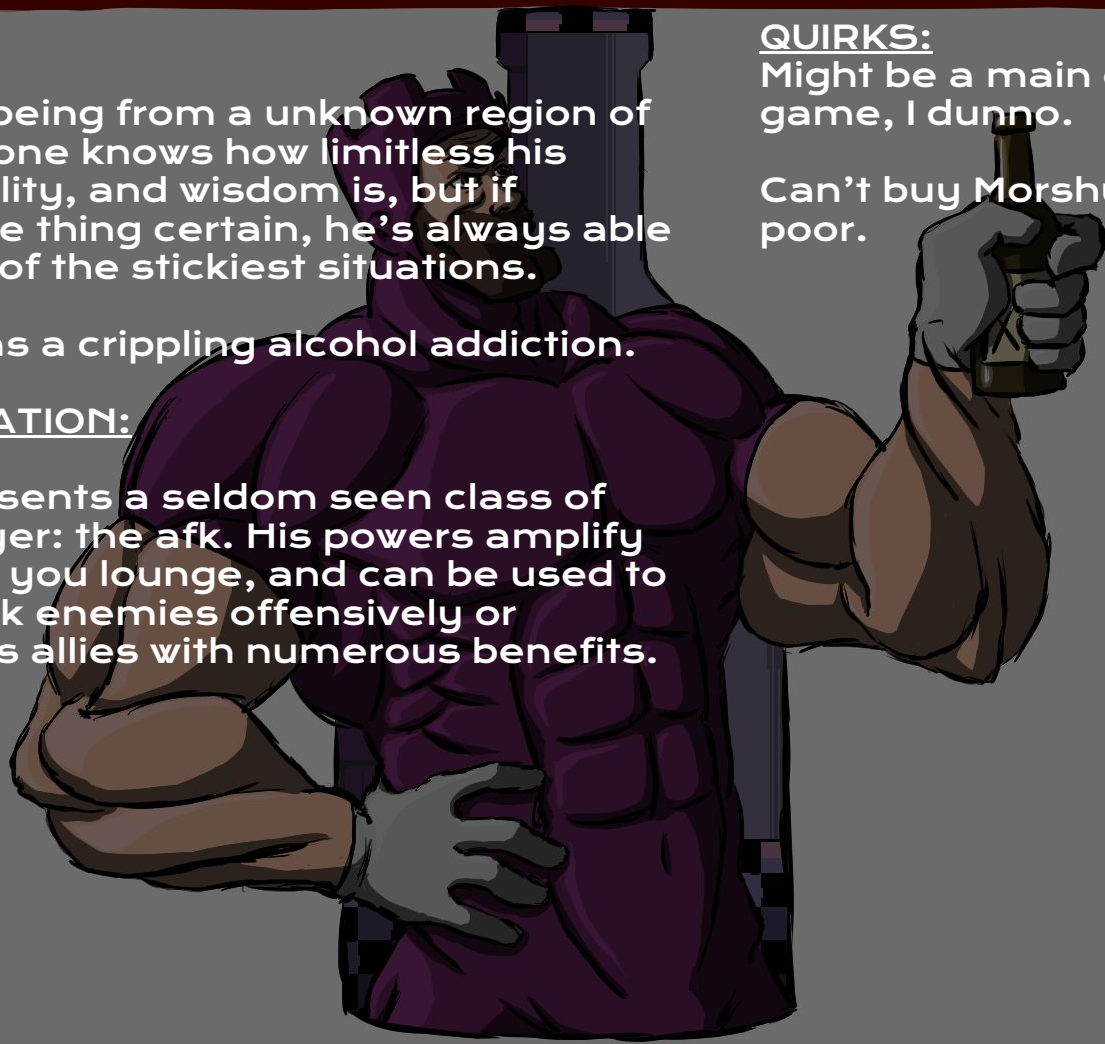
PTG represents a seldom seen class of doom player: the afk. His powers amplify the longer you lounge, and can be used to both attack enemies offensively or support his allies with numerous benefits.

## QUIRKS:

Might be a main developer for a indie game, I dunno.

Can't buy Morshu's items because he is poor.

PTG



## ARSENAL:

### Starting weapons:

He has a fart you can use with the Reload Key, this boosts PTG forward and puts him to doomguy speed for a moment. It also leaves a stinky cloud behind him which damages enemies. This will cost some meter.

His sole “True” weapon is given to him, but upgrades depending on how long he lives. Left click uses a offensive ability and right click uses a support ability.

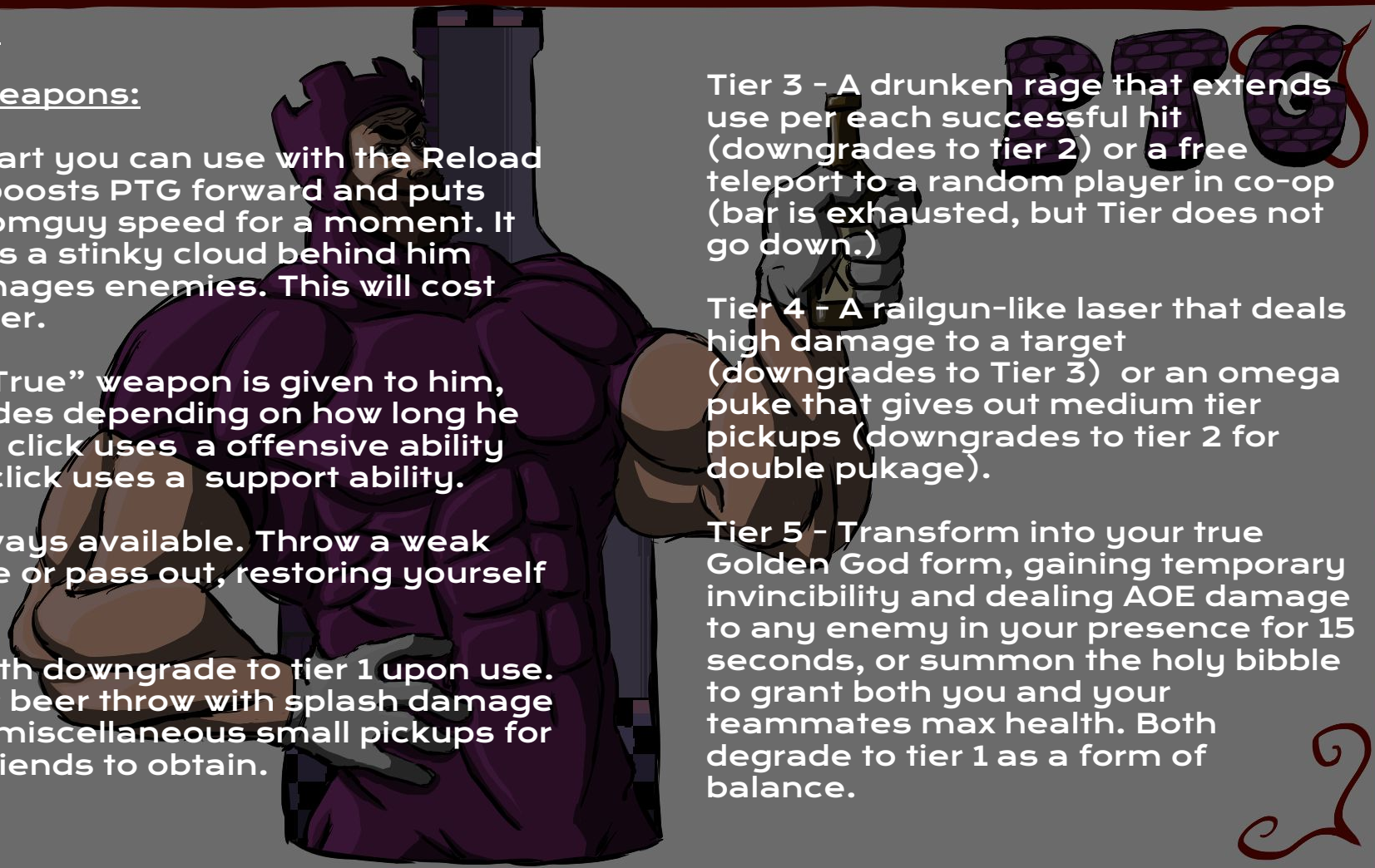
Tier 1 - Always available. Throw a weak beer bottle or pass out, restoring yourself to 100 hp.

Tier 2 - Both downgrade to tier 1 upon use. a stronger beer throw with splash damage or puking miscellaneous small pickups for you and friends to obtain.

Tier 3 - A drunken rage that extends use per each successful hit (downgrades to tier 2) or a free teleport to a random player in co-op (bar is exhausted, but Tier does not go down.)

Tier 4 - A railgun-like laser that deals high damage to a target (downgrades to Tier 3) or an omega puke that gives out medium tier pickups (downgrades to tier 2 for double pukage).

Tier 5 - Transform into your true Golden God form, gaining temporary invincibility and dealing AOE damage to any enemy in your presence for 15 seconds, or summon the holy bible to grant both you and your teammates max health. Both degrade to tier 1 as a form of balance.





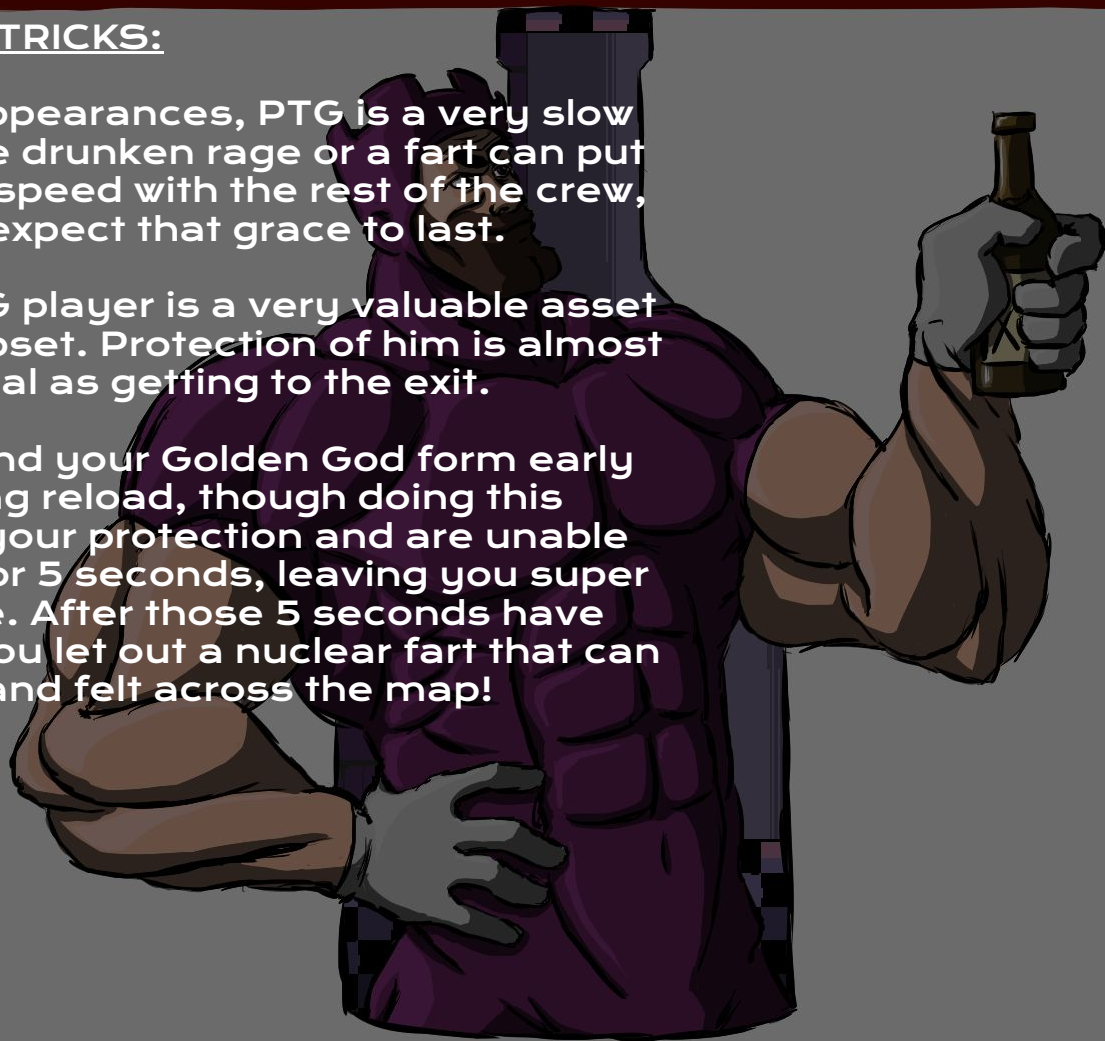
## TIPS AND TRICKS:

Despite appearances, PTG is a very slow fellow. The drunken rage or a fart can put him up to speed with the rest of the crew, but don't expect that grace to last.

A sole PTG player is a very valuable asset in the mapset. Protection of him is almost as essential as getting to the exit.

You can end your Golden God form early by pressing reload, though doing this removes your protection and are unable to move for 5 seconds, leaving you super vulnerable. After those 5 seconds have passed, you let out a nuclear fart that can be heard and felt across the map!

# PTG



100% ORIGINAL  
CHARACTER

~~NOISE~~  
D



Ooooooh...  
I'm going in!

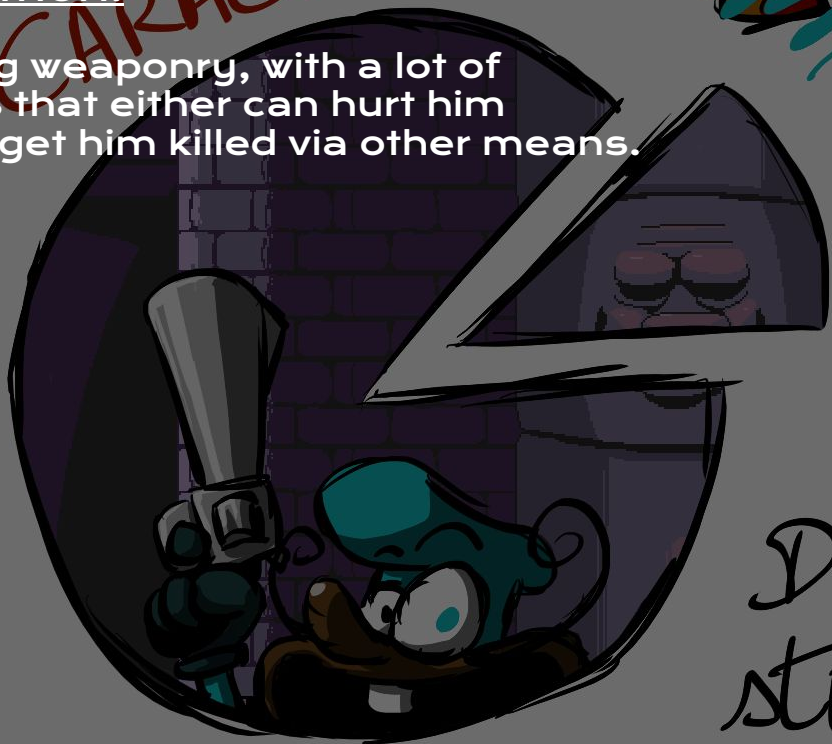
Do not  
steal!

## HISTORY:

A very cool 100% original character who certainly doesn't have a dark secret that got him sent to hell.

## PRESENTATION:

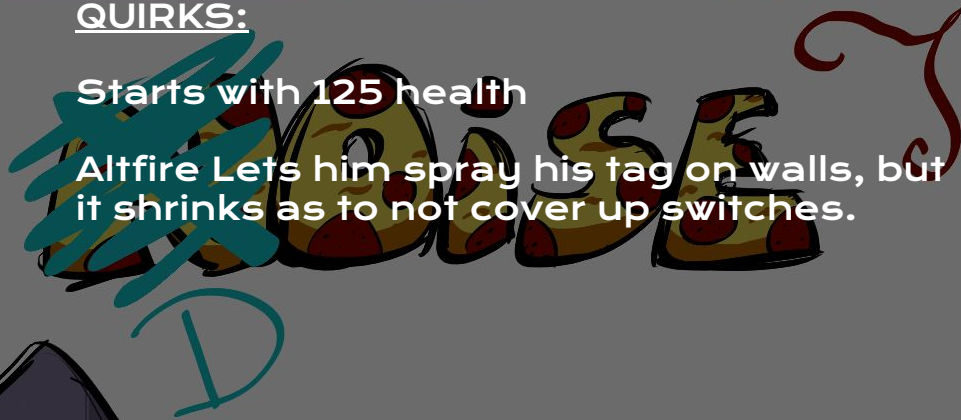
Very strong weaponry, with a lot of drawbacks that either can hurt him directly or get him killed via other means.



## QUIRKS:

Starts with 125 health

Altfire Lets him spray his tag on walls, but it shrinks as to not cover up switches.



Do not  
steal!



## ARSENAL:

### Starting weapons:

The Gun: A very big gun that shoots a few pellets.

The Boxing Glove: Use your.... Foot to punch enemies. Don't miss or you will fall on your ass.

### Pickups:

Chainsaw (Chainsaw): You stop to rev it up but if anything gets hit, it gets launched very far. You can look at the floor while the chainsaw is active to boost forward.

Revolver (Shotgun): Shoot a bouncy bullet, but the revolver has a lot of kick to it. Enough to hit you in the face! The bullet will turn towards the nearest target if it hits a wall.

Forshu bombs (Super Shotgun): Use Forshu's bombs and run into enemies.

Floppy Chaingun (Chaingun): Shoot explosive projectiles, but they hurt you too.

The Rock (Rocket Launcher): Throw a bouncy rock that goes through weaker enemies, and bounces back at you. Don't let it hit you.

Sniper Rifle (Plasma Rifle): Very powerful hitscan, but knocks you out for a moment.

Don't Resurrect Him (BFG): Just don't, he will kill anything to get to you,

**HE WILL GET YOU.**

**HE WILL KILL YOU!**

Do not  
steal!

2

## TIPS AND TRICKS:

Look up to avoid initial damage from the floppy chaingun.

Don't underestimate the power of the sniper rifle.

Throw the rock around corners to avoid dying.

"He" lasts for 3 minutes.



~~NOISE~~  
D

Do not  
steal!



BOBΣBOB

“Heheh...”



## HISTORY:

**BOB** & bob ended up in hell. They have settled their differences and teamed up to tackle on their hellish task of surviving.

## PRESENTATION:

An arsenal of western and non western weapons that contribute to a special and sandwich meter.

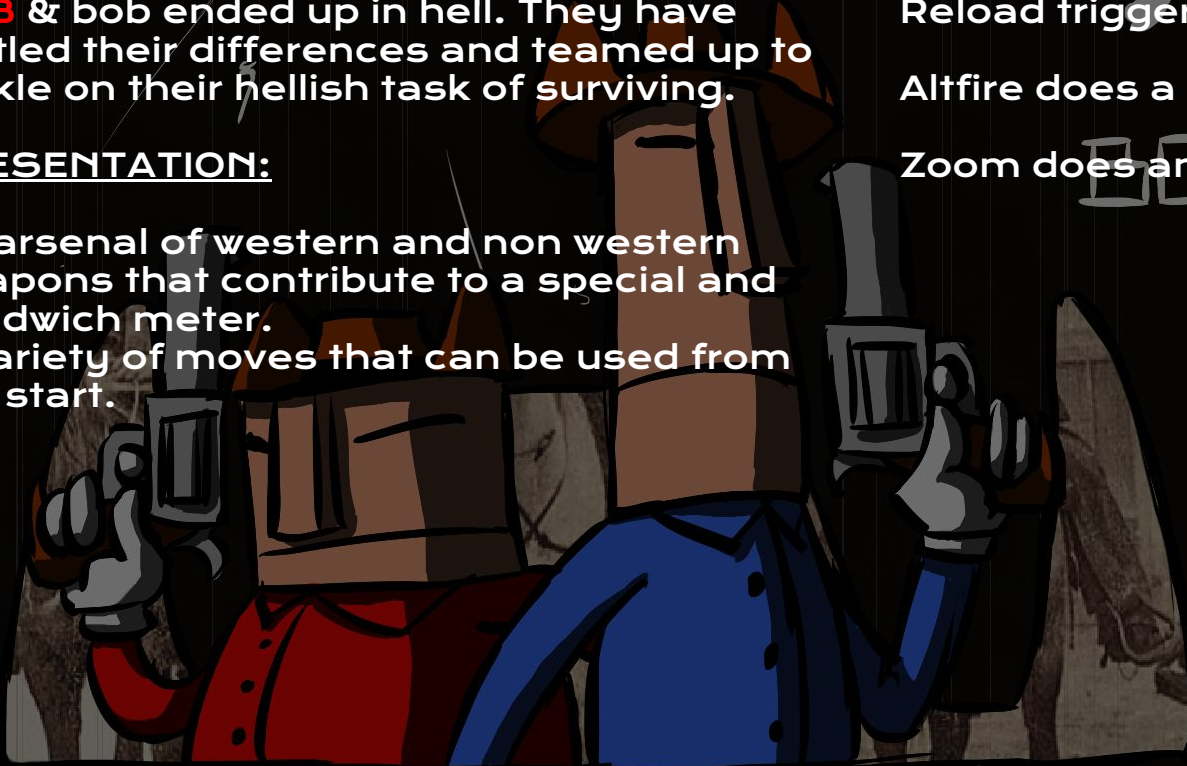
A variety of moves that can be used from the start.

## QUIRKS:

Reload triggers a special attack.

Altfire does a melee kick.

Zoom does an evasive maneuver.



## ARSENAL:

### Starting weapons:

**BOB&bob** Super: When your super meter is full, press reload to unleash the **BOB&bob** super. With **BOB**, you do a very powerful single explosive shot and with **bob** you do a series of powerful explosive shots.

**BOB&bob** Evasion: Press the zoom key to do an evasive maneuver. With **BOB**, you do a dodge roll that makes you invulnerable for a short moment, with **bob** you get a temporary speed boost to run away. Using this takes some super meter away, but isn't required to use it.

**BOB&bob** kicks: Press altfire to pull out a melee attack. With **BOB** you throw out a single strong kick and with **bob** you unleash a flurry of three weaker kicks.

**BOB&bob** revolvers: Shoot projectiles. With **BOB**, you shoot a single shot but becomes weak if you hold it. With **bob** you shoot three weaker shots.

### Pickups:

**bob** sandwich (Chainsaw): **bob** pulls out a yummy sandwich to eat, healing 25 HP. Like the super meter, the sandwich recharges by dealing damage.

**BOB** Rifle (Shotgun): **BOB** gets a rifle, which shoots a single shot but is powerful,

**BOB** Cigar (Super Shotgun): **BOB** gets a cigar and puffs a spread of smoke in front of him.

Maxim Gatling Gun (Chaingun): Both Bobs operate a maxim, which shoots a stream of projectiles.

Tank (Rocket Launcher): Both Bobs operate a tank, which shoots a large explosive projectile.

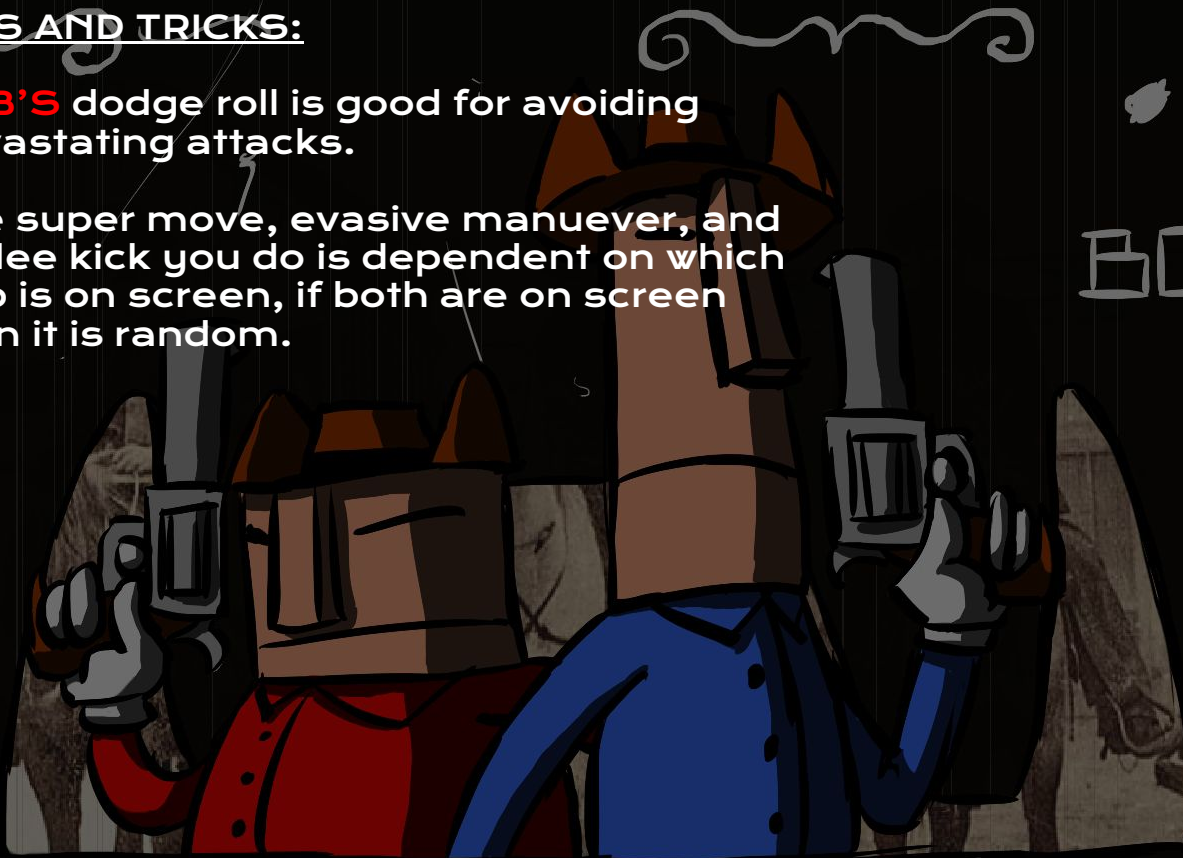
**bob** Laser Remote (Plasma Rifle): **bob** gets a remote that shoots lasers.

**BOB** Fist (BFG): **BOB** throws devastating punches that explodes on impact.

## TIPS AND TRICKS:

**BOB'S** dodge roll is good for avoiding devastating attacks.

The super move, evasive manuever, and melee kick you do is dependent on which Bob is on screen, if both are on screen then it is random.



BOB Σ BOB BOB BOB





# MELTY MAN

"I start eatin'  
garbage."

## HISTORY:

Melty Man somehow wound up in hell and like everything else he has seen on the streets, he is going to use his fists to solve his predicament.

## PRESENTATION:

A melee based character.

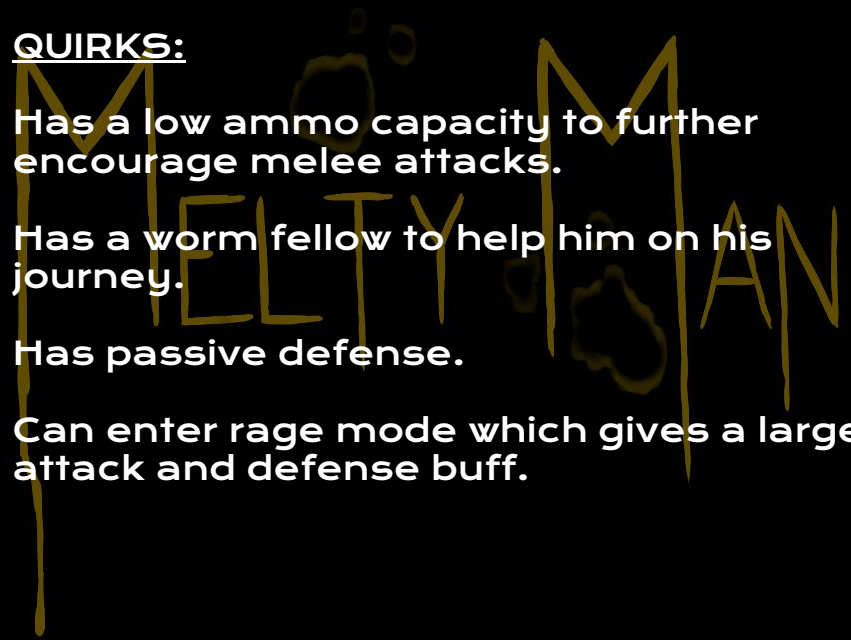
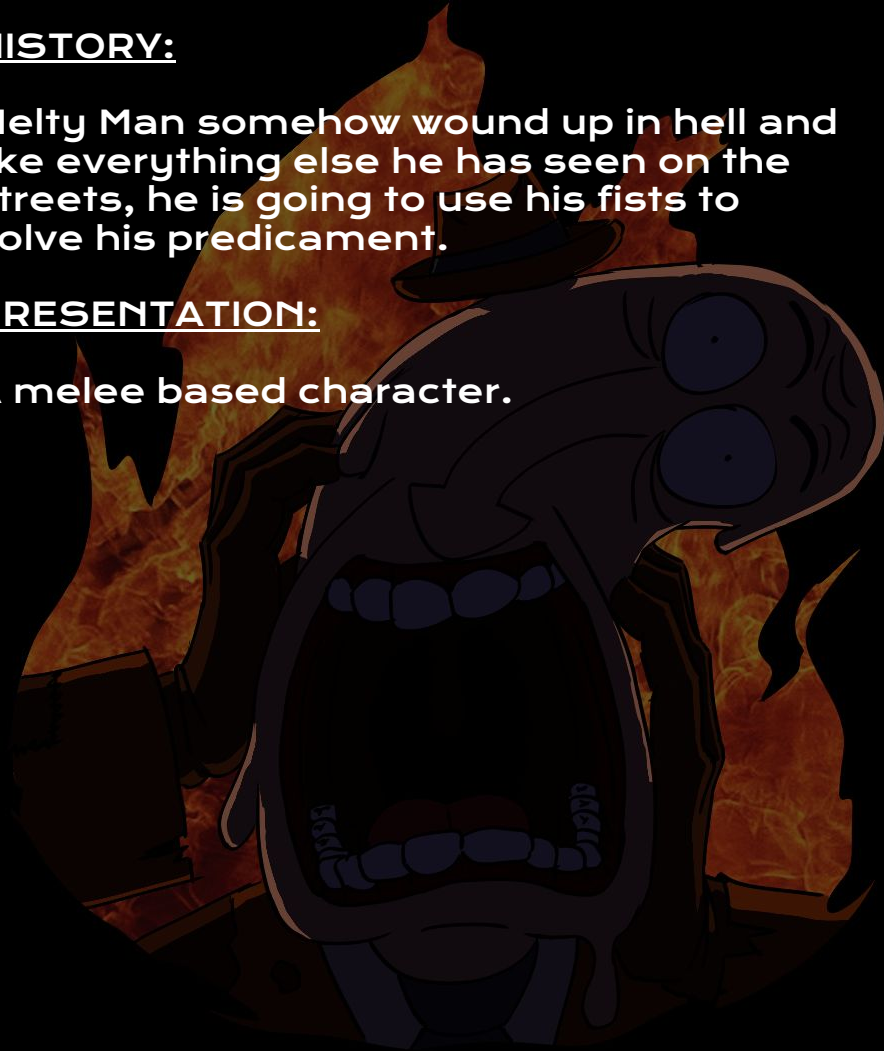
## QUIRKS:

Has a low ammo capacity to further encourage melee attacks.

Has a worm fellow to help him on his journey.

Has passive defense.

Can enter rage mode which gives a large attack and defense buff.



## ARSENAL:

### Starting weapons:

**Melty Fists:** Go ham and swing your fists at enemies. Each hit that connects with an enemy accelerates your swing speed, and if you arent punching, it decelerates. It will also build your melty rage, and when full, each punch gives you one health bonus.

### Misc Pickups:

**Melty Noodles:** Picking up a double damage pack will give you the melty noodles, an option to make your melty fists weaker but accelerate faster, and your trash projectiles (pipe and trashcan) no longer have gravity. This effect lasts until you game over.

### Pickups:

**Trash Sandwich (Chainsaw):** Eat a trash sandwich that heals you to 200 hp. Can only be used once per map.

**Melty Pipe (Shotgun):** Lob a pipe at enemies that has gravity.

**Melty Trashcan (Super Shotgun):** Hurl a trashcan at enemies that has gravity, when it hits something it will drop some health bonuses.

**Melty Haymaker (Chaingun):** Press altfire to swipe your hand at enemies. Its not a haymaker, but it deals area damage when it connects with an enemy. Hitting enemies gives rage.

**Teddy Bombs (Rocket Launcher):** Throw explosive teddies with gravity that explode.

**Melty Spray (Plasma Rifle):** Spray flames that go through enemies.

**Melty Boltgun (BFG):** A powerful shotgun that shoots bolts.



## TIPS AND TRICKS:

The rage damage boost can be applied to all of Melty Mans' attacks, though it won't last long if you aren't punching demons.

At full rage you gain 1 health bonus per landed punch, use this on a big group of fodder to recover large sums of health.



# MELTY MAN

# SERIOUS SAM



“SAM I AM”

## HISTORY:

<https://youtu.be/SIsphMbJfIE>

To keep it short, they didn't fix that damn teleporter.

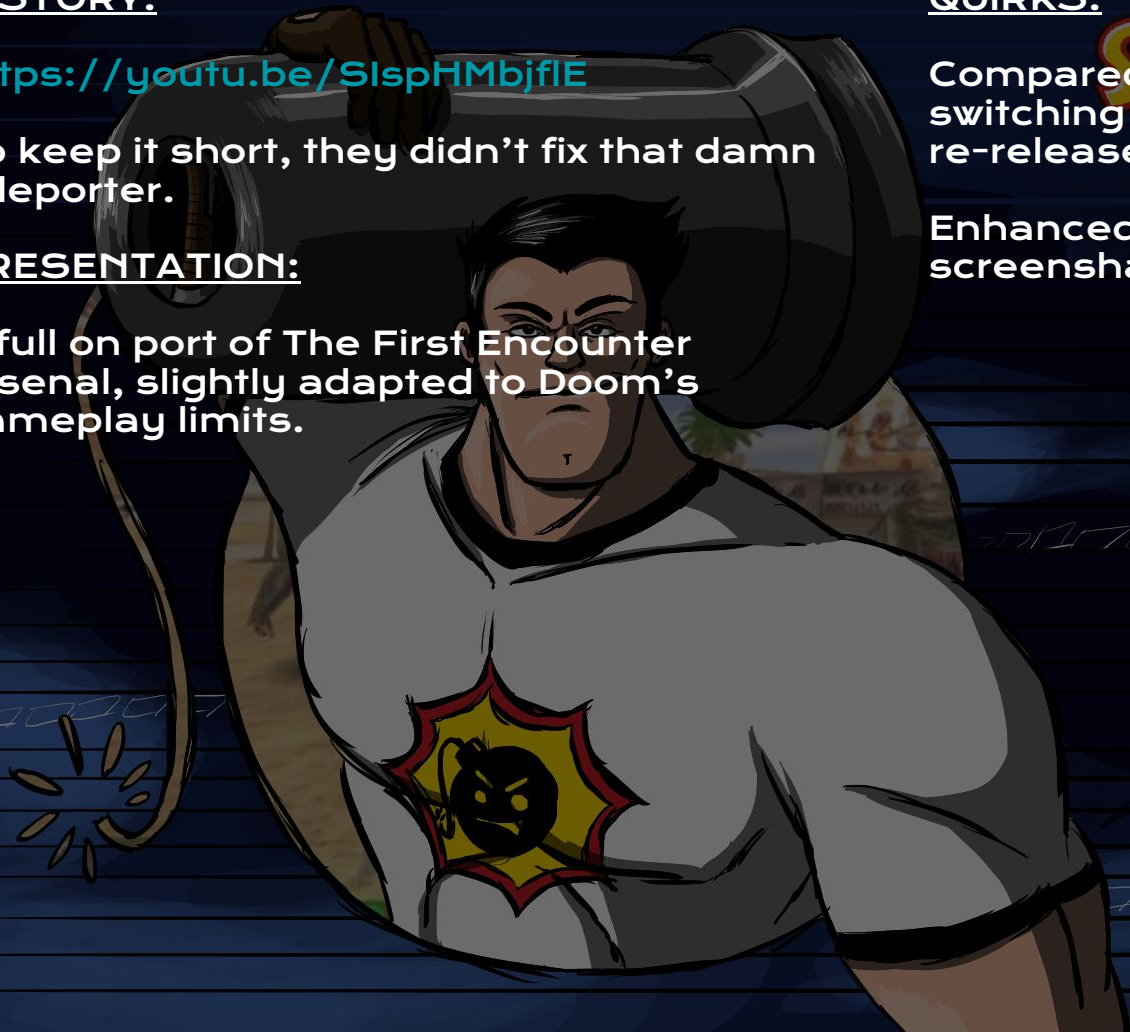
## PRESENTATION:

A full on port of The First Encounter arsenal, slightly adapted to Doom's gameplay limits.

## QUIRKS:

Compared to the original TFE, the weapon switching is much faster akin to the HD re-releases of the first games.

Enhanced weapon feedback with screenshake.





## ARSENAL:

### Starting weapons:

A schofield and a knife, weak but they'll do.

### Pickups:

Chainsaw replacement: another schofield, now the firerate isn't pitiful.

Shotgun replacement: a 12 Gauge Pump Shotgun! Your old love!

Super Shotgun replacement: a package coming with a Double Barreled Coach Shotgun.

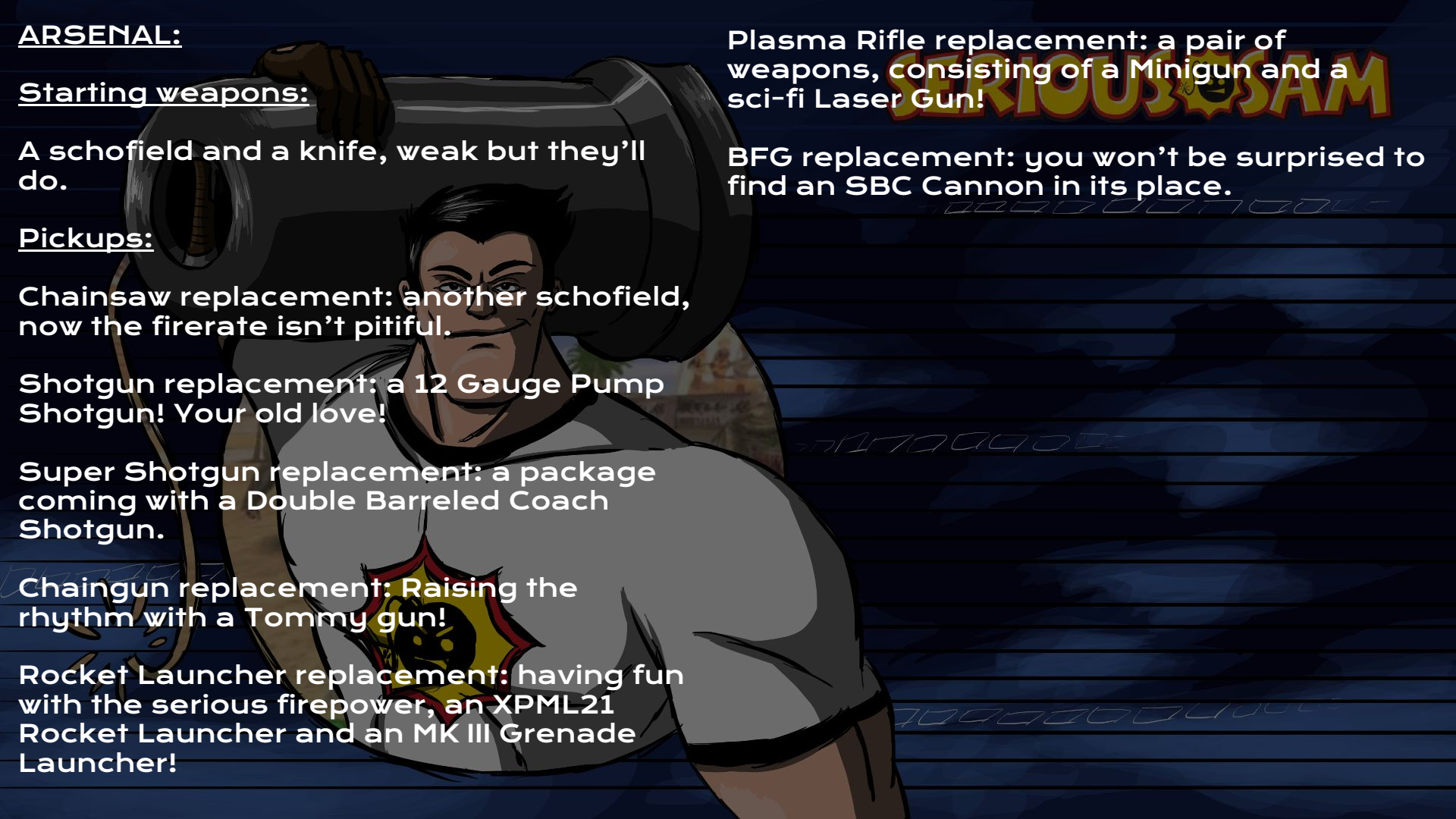
Chaingun replacement: Raising the rhythm with a Tommy gun!

Rocket Launcher replacement: having fun with the serious firepower, an XPML21 Rocket Launcher and an MK III Grenade Launcher!

Plasma Rifle replacement: a pair of weapons, consisting of a Minigun and a sci-fi Laser Gun!

BFG replacement: you won't be surprised to find an SBC Cannon in its place.

**SERIOUS SAM**



## TIPS AND TRICKS:

Press S to run backwards

# SERIOUS SAM





# SERIOUS SAM 4

“I lost my  
shoe.”



## HISTORY:

After Defeating Ugh-Zan VI, Sam gets sucked in one of those time portals he came across earlier during his offensive in Tunguska, and it lead him straight to hell! (It's complicated, just roll with it)

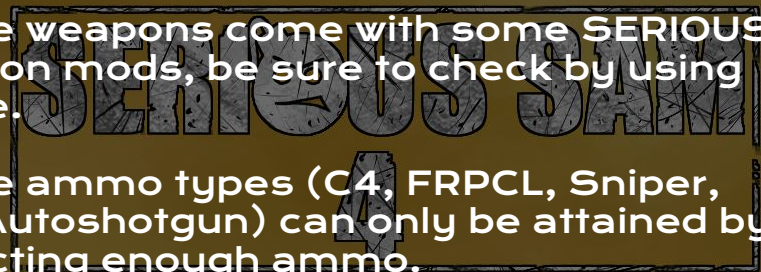
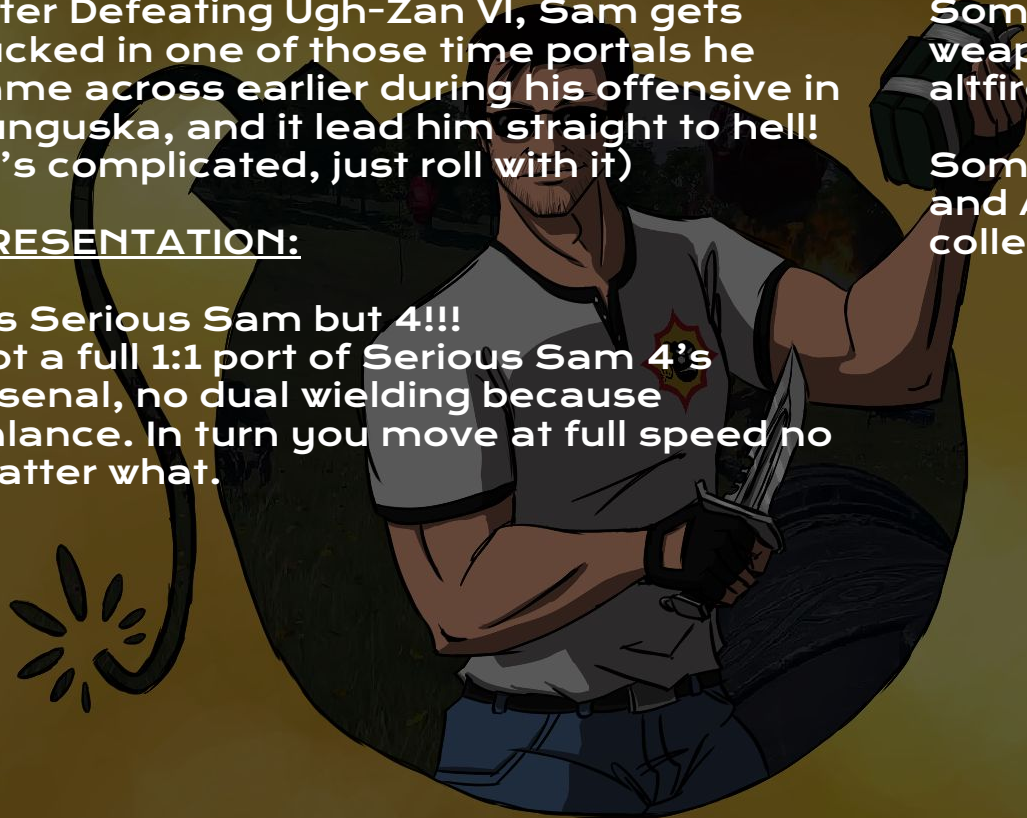
## PRESENTATION:

It's Serious Sam but 4!!!  
Not a full 1:1 port of Serious Sam 4's arsenal, no dual wielding because balance. In turn you move at full speed no matter what.

## QUIRKS:

Some weapons come with some **SERIOUS** weapon mods, be sure to check by using altfire.

Some ammo types (C4, FRPCL, Sniper, and Autoshotgun) can only be attained by collecting enough ammo.



## ARSENAL:

Slot 1: Combat knife. Very short ranged, but its made up for in damage

Slot 2: SOP38. Your basic 10 round deagle with unlimited ammo. Altfire to aim.

### **Shotgun Pickup:**

Slot 3: 12 gauge pump-action shotgun. Altfire shoots impact grenades

### **Super Shotgun Pickups:**

Slot 3: Double barrel coach gun. Shoot things at close range for maximum effect.

Slot 8: RAPTOR Sniper Rifle. Single powerful shots. Holds 5 rounds. Altfire to aim.

### **Chaingun Pickups:**

Slot 4: M29 Assault Rifle. Shoot for consistant damage. Holds 40 rounds. Altfire to aim.

Slot 4: XM214-A Minigun. Rapidfire devastation, but needs to spin up for a moment before it starts.

### **Rocket Launcher Pickups:**

Slot 5: XPML21 Rocket Launcher. Make things go Boom! Altifre to load up to 5 rockets that home.

Slot 5: MK III Grenade Launcher. Hold fire to charge your shots speed. Altfire to blow up your grenades into cluster bombs.

### **Plasma Rifle Pickups:**

Slot 6: Lasergun. Shots get powerful the longer you fire. Altfire for the death ray.

Slot 6: Autoshotgun. Shoots rapid bursts of hitscan. Holds 20 rounds.

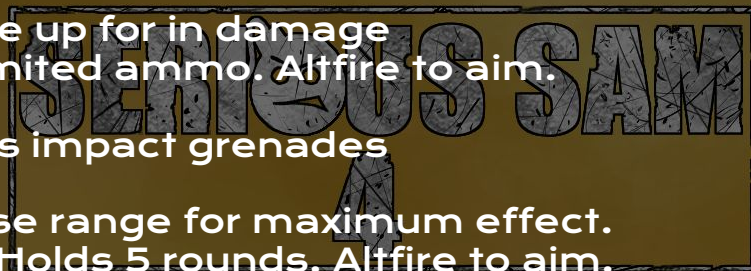
### **BFG Pickup:**

Slot 7: SBC Cannon. Hold to charge your shoots speed and damage.

### **Chainsaw Pickup:**

Slot 9: FRPCL. Shoots homing chainsaw rockets. Altfire to use melee.

Slot 0: C4 Demolition Charge. Throw C4 on enemies or on the ground. Altfire to detonate charges.



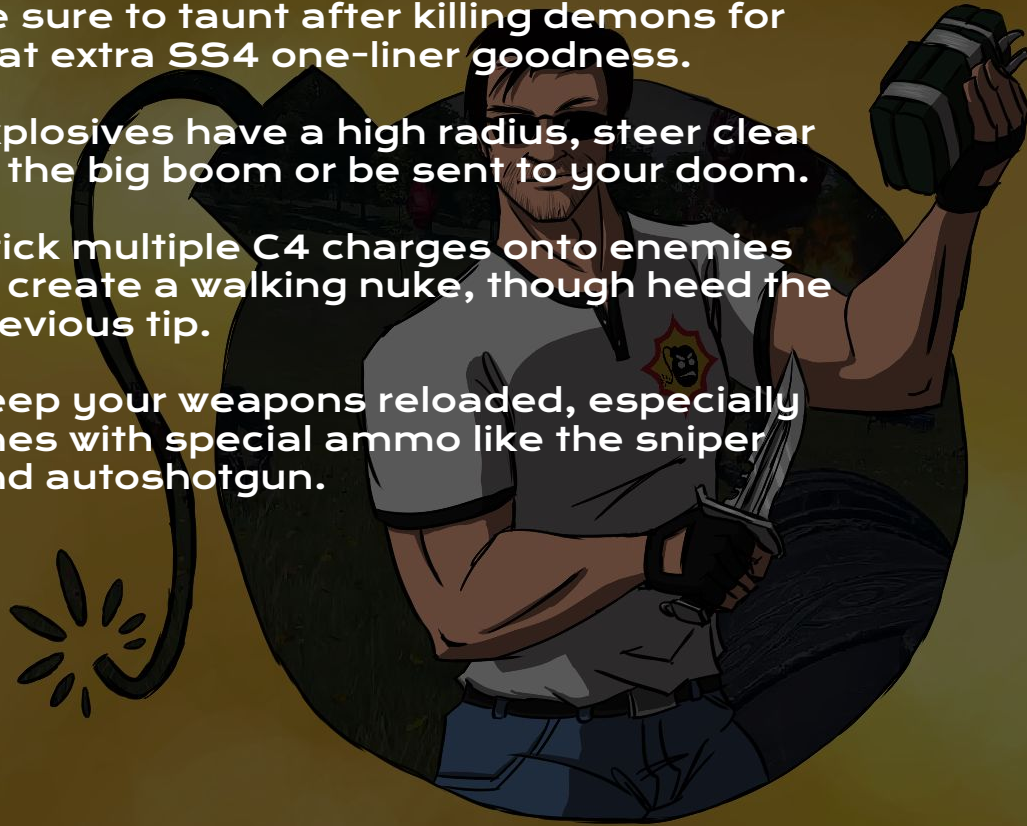
## TIPS AND TRICKS:

Be sure to taunt after killing demons for that extra SS4 one-liner goodness.

Explosives have a high radius, steer clear of the big boom or be sent to your doom.

Stick multiple C4 charges onto enemies to create a walking nuke, though heed the previous tip.

Keep your weapons reloaded, especially ones with special ammo like the sniper and autoshotgun.







**Fred**  
Chexter

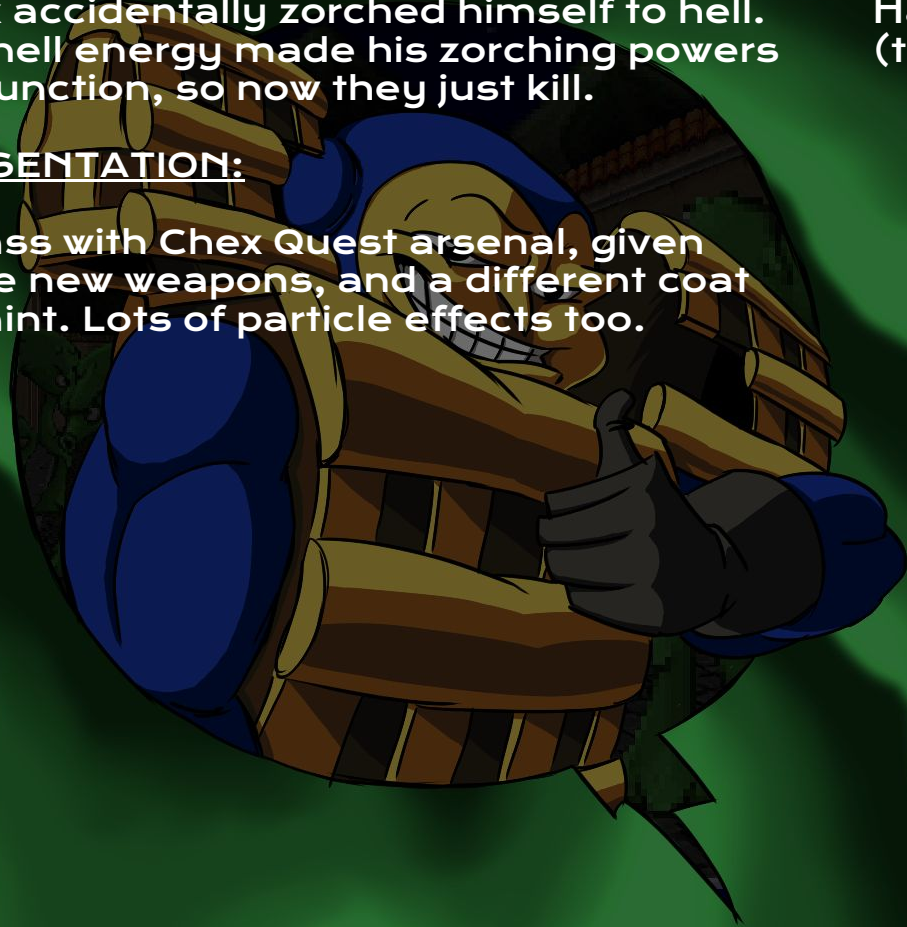
\*Random  
splat noise\*

## HISTORY:

Chex accidentally zorched himself to hell. The hell energy made his zorching powers malfunction, so now they just kill.

## PRESENTATION:

A Class with Chex Quest arsenal, given some new weapons, and a different coat of paint. Lots of particle effects too.



## QUIRKS:

Has an absolute dumptruck of an ass (type chase in console)

**Fred**  
*Chexter*



## ARSENAL:

### Starting weapons:

**Boot Spoon:** A combat spoon used for cereal and wrongdoers. It has a 3-hit combo to it.

**Small Zorcher:** Shoot single rays of zorch energy at demons.

### Pickups:

**Super Bootspork (Chainsaw):** A rapid skewing melee weapon that drills into enemies.

**Large Zorcher (Shotgun):** Shoots a spread of zorch rays.

**Prototype Large Zorcher (Super Shotgun):** Shoots a spread of more powerful zorch rays, but with limited range.

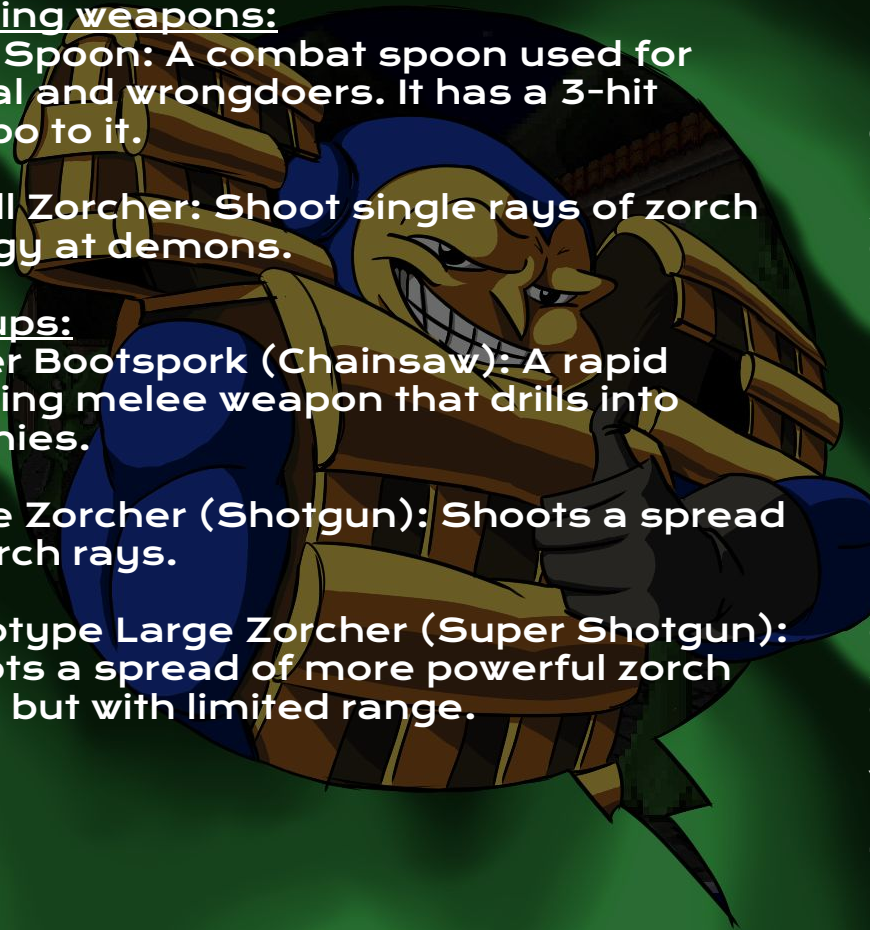
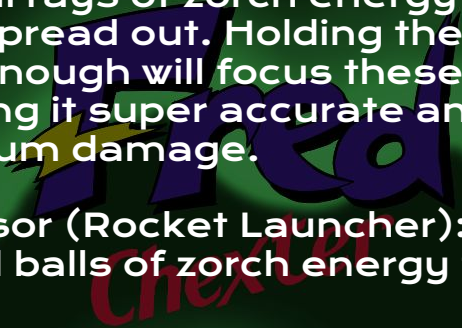
**Rapid Zorcher (Chaingun):** Shoots multiple small rays of zorch energy that are very far spread out. Holding the fire button long enough will focus these rays inward, making it super accurate and doing maximum damage.

**Zorch Propulsor (Rocket Launcher):** Shoot concentrated balls of zorch energy that explode.

**Phasing Zorcher (Plasma Rifle):** Rapidly shoot small concentrated balls of zorch energy.

**LAZ Device and Jar of Flem (BFG):** The LAZ Device, altered by hell's influence remained somewhat intact, but it now opens a large rift into the flemoid planet, sucking nearby enemies with the vacuum of space.

You can also throw jars that contain a random flemoid that will fight demons. The jar of flem has a cooldown.





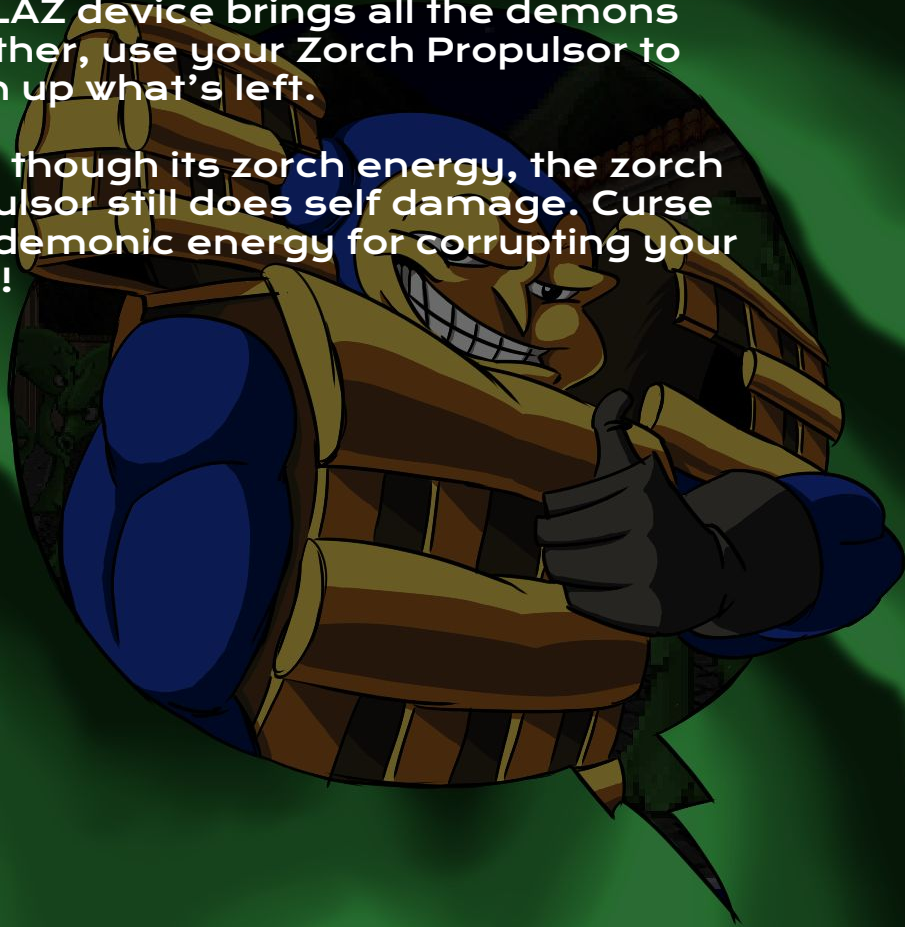
## TIPS AND TRICKS:

The LAZ device brings all the demons together, use your Zorch Propulsor to clean up what's left.

Even though its zorch energy, the zorch propulsor still does self damage. Curse that demonic energy for corrupting your guns!

The logo for Fred Chexter features the name in a stylized, bold font. 'Fred' is in purple with a yellow lightning bolt striking the 'F'. 'Chexter' is in red. The background is a dark green with lighter green, wavy, smoke-like patterns.

**Fred**  
*Chexter*



# HEAVY!



“Shooting good.”

## HISTORY:

Like a hibernating bear, the Heavy appears to be a gentle giant. Also like a bear, confusing his deliberate, sleepy demeanor with gentleness will get you ripped limb from limb. Though he speaks simply and moves with an economy of energy that's often confused with napping, the Heavy isn't dumb; he's not your big friend and he generally wishes that you would just shut up before he has to make you shut up.

## PRESENTATION:

An improvised imagination of a Heavy Weapons Guy arsenal port from TF2 with extra added weapons from other classes from the aforementioned game to keep him afloat in Doom's gameplay.

## QUIRKS:

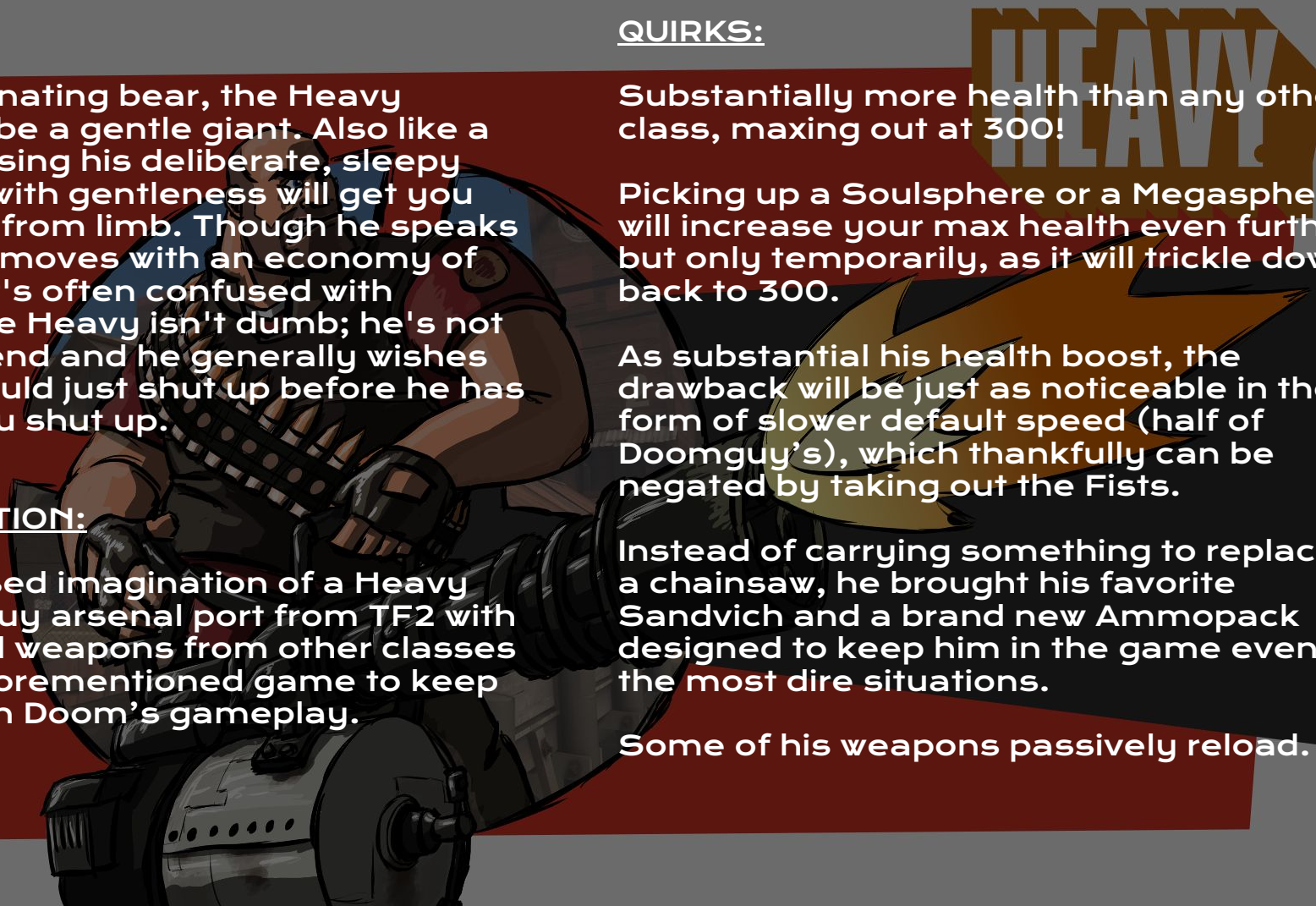
Substantially more health than any other class, maxing out at 300!

Picking up a Soulsphere or a Megasphere will increase your max health even further but only temporarily, as it will trickle down back to 300.

As substantial his health boost, the drawback will be just as noticeable in the form of slower default speed (half of Doomguy's), which thankfully can be negated by taking out the Fists.

Instead of carrying something to replace a chainsaw, he brought his favorite Sandvich and a brand new Ammopack designed to keep him in the game even in the most dire situations.

Some of his weapons passively reload.





## ARSENAL:

### Starting weapons:

**Fists:** Punch enemies. Holding out your fists will let you achieve the speed of a doom marine, but you will lose that speed if you punch.

**Pistol:** A simple pistol that holds 12 rounds before needing to be reloaded. It can reload offscreen.

### Pickups:

**Sandvich and Ammo Pack (Chainsaw):** The sandvich, a favorite snack for Heavies can be eaten to restore some of your hp. On use you use 100 sandvich ammo per tier. Each tier heals 100 hp. Altfire throws your sandvich out to other players. Sandvich ammo is gained via health pickups. The ammo pack will replenish your ammo, simmilar to how the sandvich does. You can also use altfire to throw your ammo packs to other players.

**Shotgun (Shotgun):** A shotgun that holds 6 shots before needing to be reloaded. It can reload offscreen.

**Family Business (Super Shotgun):** A weaker shotgun that holds 8 rounds before needing to be reloaded. It can reload offscreen.

**Minigun (Chaingun):** Heavy's iconic weapon, hold the fire button to start it up and watch the lead fly. Using this weapon slows you down even further. Press altfire to have the minigun rev up on its own, but you still have to fire it.

**Beggar's Bazooka (Rocket Launcher):** Load up rockets to fire at demons. You can load up to 3 rockets.

**Pomson 6000 (Plasma Rifle):** Shoots a ball of plasma that does area damage and holds 4 rounds before needing to be reloaded. Also goes through enemies. It can reload offscreen.

**Cow Mangler (BFG):** Shoots strong balls of electricity that explode on contact and holds 4 rounds before needing to be reloaded. Altfire shoots a stronger projectile that does area damage around it and explodes on contact. It uses all four shots loaded.

# HEAVY!

## TIPS AND TRICKS:

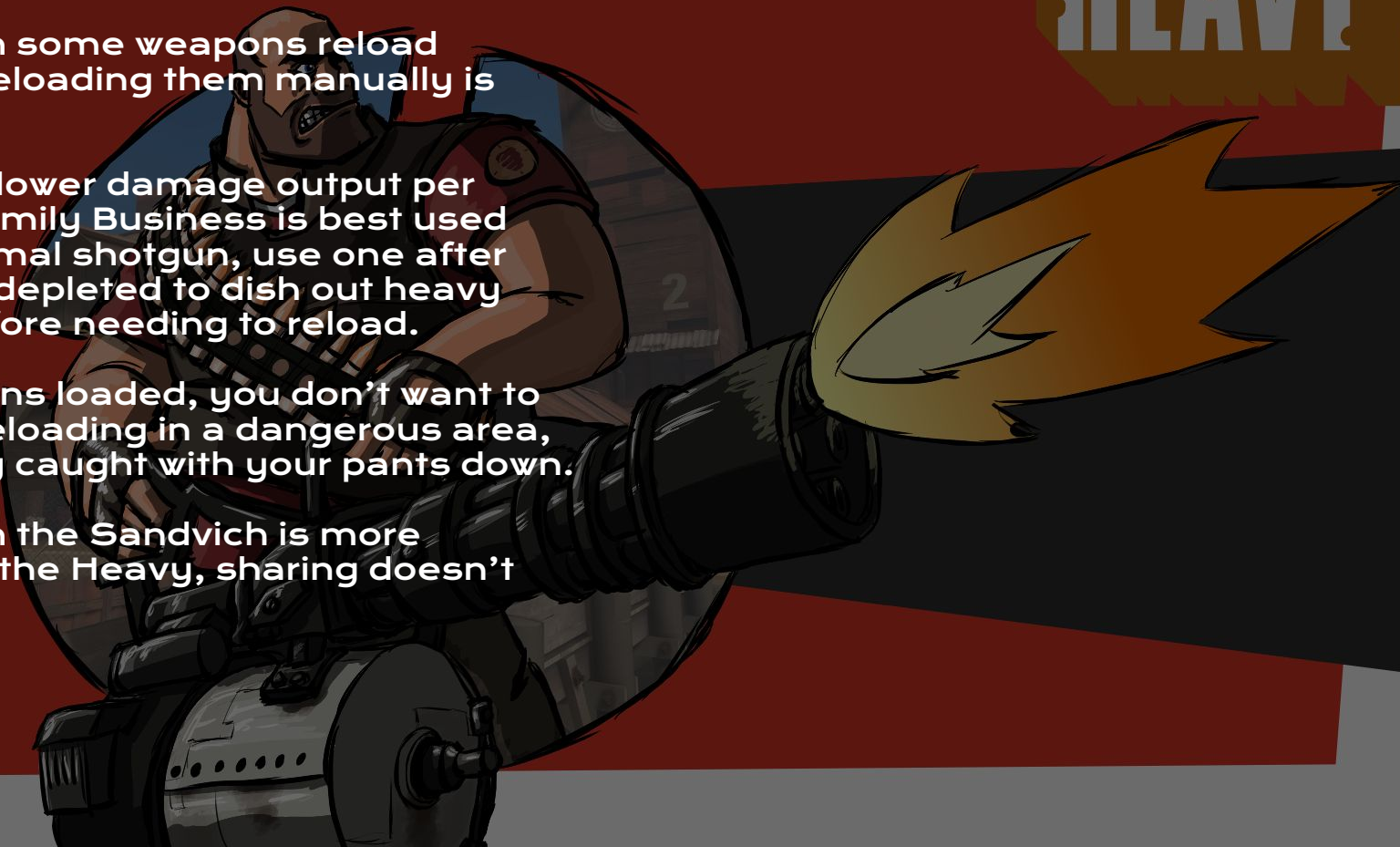
Use the fists to catch up to other players.

Even though some weapons reload offscreen, reloading them manually is faster.

Despite the lower damage output per shell, the Family Business is best used with the normal shotgun, use one after the other is depleted to dish out heavy damage before needing to reload.

Keep weapons loaded, you don't want to be caught reloading in a dangerous area, its like being caught with your pants down.

Even though the Sandvich is more efficient for the Heavy, sharing doesn't hurt.



# METAL SLUG

No drink for me???

MISSION  
COMPLETE





## HISTORY:

Being one of the top soldiers of the Regular Army isn't really an easy task. As if the Rebel's Army, the Aliens and supernatural creatures weren't enough, now you'll have to fight against the spawns of Hell. Luckily, you're not alone on this mission.

## PRESENTATION:

The "Metal Slug" class does play like a First Person version of the original Arcade games, for the most part. Most of the iconic arsenal and sounds are there for your pleasure. So be ready to mash that fire button.

## QUIRKS:

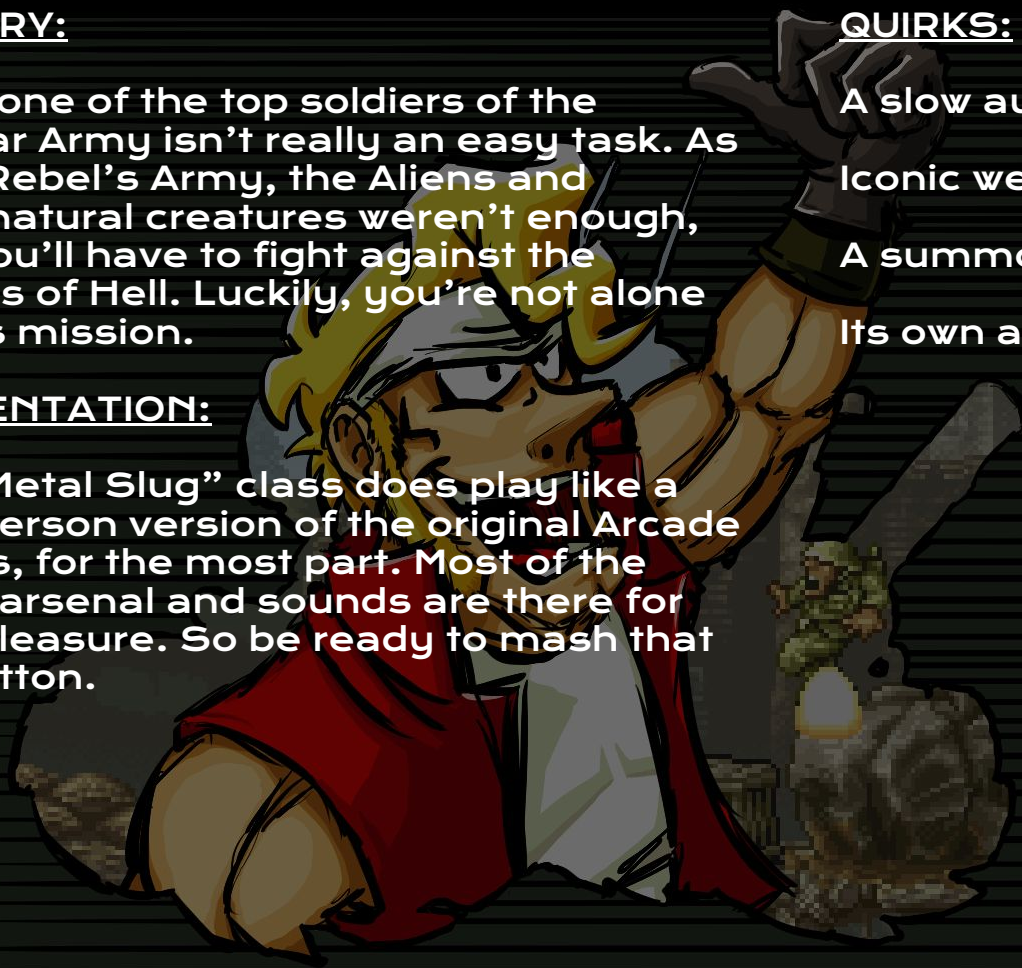
A slow automatic fire with a fast tap fire.

Iconic weapons and sounds.

A summonable Metal Slug!

Its own ammo system.

# METAL SLUG



## ARSENAL:

### Starting weapons:

**Pistol:** A weak, button-mashy weapon with infinite ammo.

**Knife:** A trusty army knife with fast fire rate.

**Grenades:** Common to most weapons, these can be thrown with the AltFire key.

### Pickups:

**POW Reward (Chainsaw):** Because it is always important to thank your allies from saving your life, that item will enable you to summon a random bonus for you or your allies. These range from ammo, grenades, to rare power ups.

**Shotgun (Shotgun):** A classic, fires a powerful blast with short range. Far more effective at kissing range.

**Flame Shot (Super Shotgun):** Fires fiery bullets that goes through the enemies, damaging them in the process.

**Heavy Machine Gun (Chaingun):** Another classic. Fires burst of bullets. A reliable weapon.

**Iron Lizard & Enemy Chaser (Rocket Launcher):**

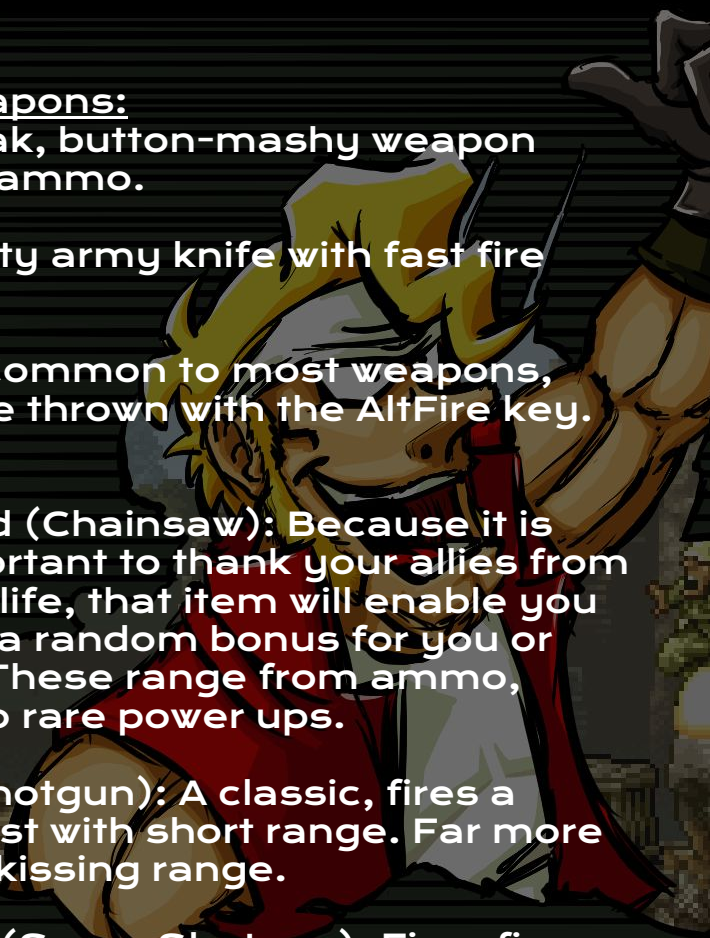
**Iron Lizard:** Fires a wheeled projectile that move forward when touching the ground and explodes in contact.

**Enemy Chaser:** Fire auto-guided rockets that home-in on enemies you can see.

**Laser Gun (Plasma Rifle):** Fires a colorful laser that deals great damage to the enemy.

**Radio (BFG):** Calls in a Metal Slug in which you mount immediately.

The Metal Slug has its own weapons (automatic vulcans and cannon) and also its own armor. The Cannon replaces the Grenades. You get one spare Metal Slug per life or per level. You can eject from the Metal Slug by pressing Reload to send it flying at enemies with a mighty explosion.



# METAL SLUG

## TIPS AND TRICKS:

I hope your mouse is sturdy enough, because you'll have to spam tap that fire button like in the original game in order to maximize the rate of fire.

All weapons have an automatic fire mode that is (mostly) slower than tapping.

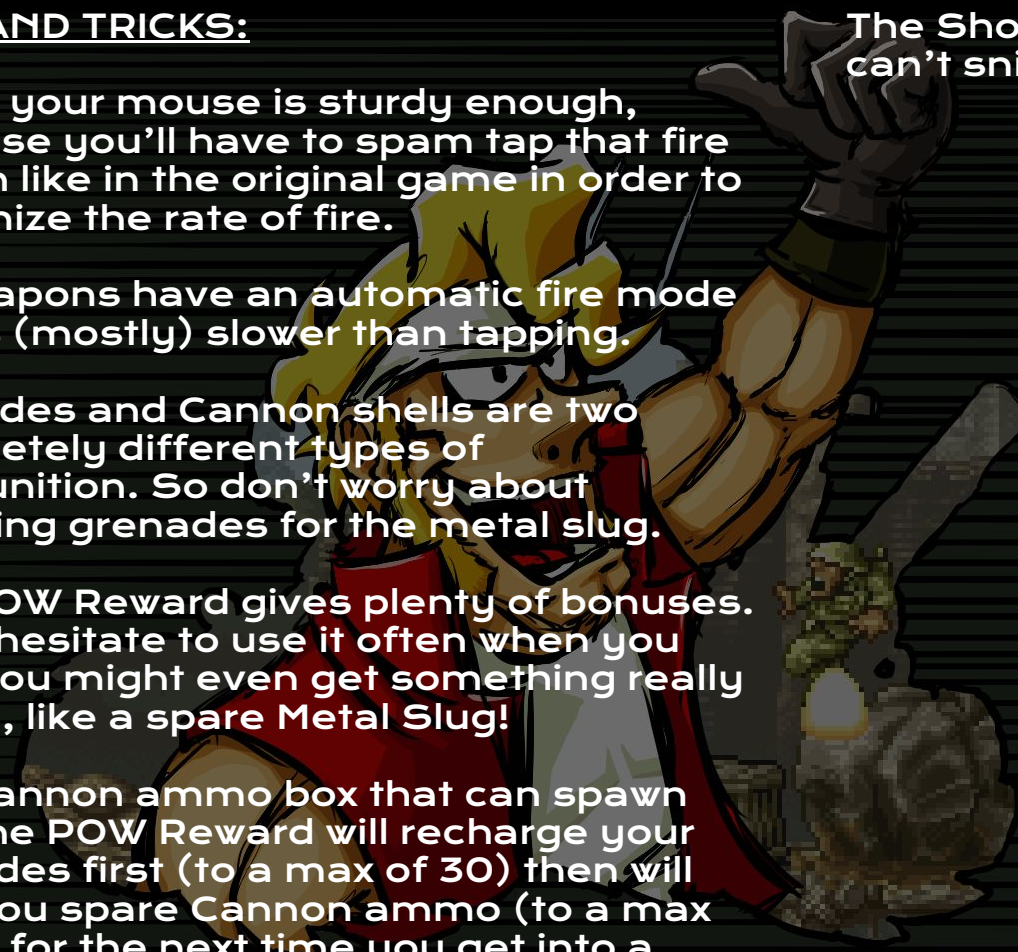
Grenades and Cannon shells are two completely different types of ammunition. So don't worry about hoarding grenades for the metal slug.

The POW Reward gives plenty of bonuses. Don't hesitate to use it often when you can. You might even get something really useful, like a spare Metal Slug!

The Cannon ammo box that can spawn with the POW Reward will recharge your grenades first (to a max of 30) then will give you spare Cannon ammo (to a max of 30) for the next time you get into a Metal Slug.

The Shotgun has a limited range, so you can't snipe with it.

# METAL SLUG





megaman sprite



what

## HISTORY:

what

did you expect me to have sympathy for  
the demons

they ruined my bball pasta

bastards

## PRESENTATION:

Become megaman sprite, use your  
friends and family from the megaman  
sprite comic series to your advantage.



# megaman sprite

## QUIRKS:

Each weapon acts like a summon that you  
can punch for special effects.

Altfire to punch.

what

## ARSENAL:

### Starting weapons:

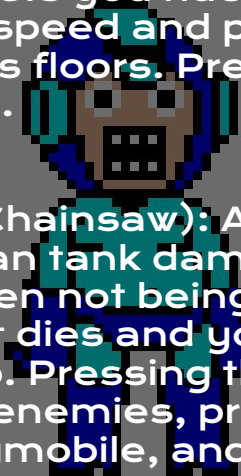
**Pistol:** Shoot a Pistol whenever your summons are out, all ammo pickups contribute to it.

**Dad:** Throw your dad into enemies, punching him lets you ride on him, boosting your speed and protecting you from hazardous floors. Press reload to stop riding dad.

### Pickups:

**Dogmobile II (Chainsaw):** A defensive weapon that can tank damage for you. It self repairs when not being held. If it runs out of health, it dies and you need to find another pickup. Pressing the fire button rams you into enemies, pressing altfire shoots the dogmobile, and it gets destroyed.

**BBall Pasta (Shotgun):** Throw bball pasta, picking it up heals you and punching it shoots bballs.



# megaman ultimate

**Zero (Super Shotgun):** Summon Zero to shoot bballs at demons, punching him causes you to do a slam dunk.

**Roll (Chaingun):** Use your Sister (and girlfriend) to cause lightning strikes. If you use her too frequently she will escape and run free, striking nearby enemies. Punch her to recover her.

**Uncle Proton (Rocket Launcher):** Summon Uncle Proton to shoot projectiles at demons. Punch him to launch him as an explosive.

**Wasp Giftbox (Plasma Rifle):** Throw a giftbox of wasps, punch it to unleash a bunch of angry wasps.

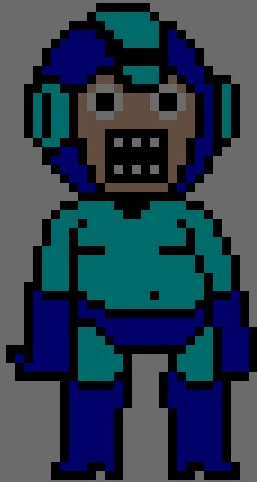
**Your Mom (BFG):** Summon your mom, who shoots projectiles at demons. Punch her to cause a devastating explosion.



## TIPS AND TRICKS:

Your summons have cooldowns, but are unlimited.

Your fallback weapon is the pistol, which is your only hitscan option.



# megaman sprite

what

# MOORHUHN



Boom,  
baby,  
boom!

## HISTORY:

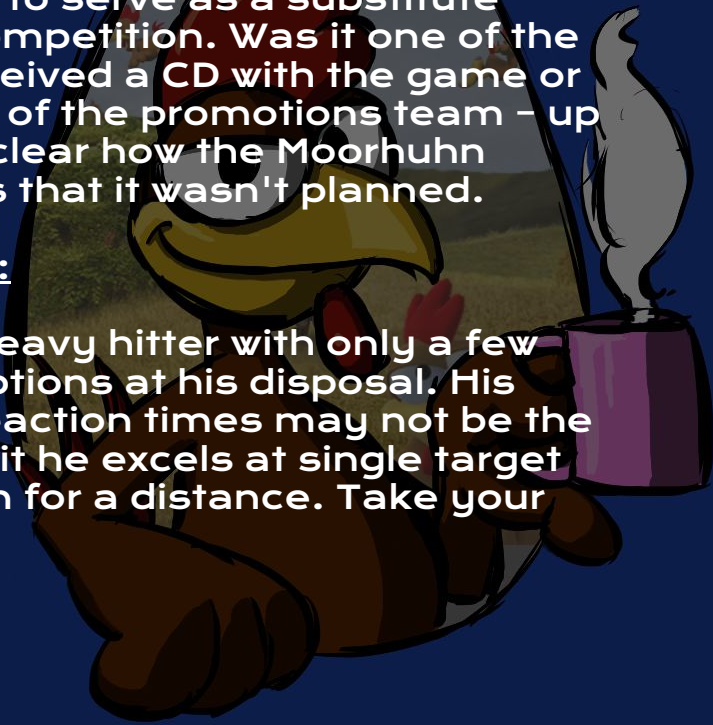
Some may have started their career as a dishwasher, as a winged target there is however only one known: as part of a marketing campaign of a well-known Scottish Whiskey manufacturer the Moorhuhn was dragged out of the wild and into a Notebook to serve as a substitute target for the competition. Was it one of the winners who received a CD with the game or even a member of the promotions team – up to today it is unclear how the Moorhuhn escaped. Fact is that it wasn't planned.

## PRESENTATION:

Moorhuhn is a heavy hitter with only a few crowd control options at his disposal. His long windup / reaction times may not be the best for all, albeit he excels at single target elimination even for a distance. Take your time.

## QUIRKS:

All weapons with reloading capabilities feature deloading as well. Press ZOOM to take the ammo out of your gun to put it somewhere else to good use.






## ARSENAL:


### Starting weapons:

## HOLZHAMMER Fist Slot



This little friend packs a massive punch! It's capable of instantly incapacitating lower to mid-tier demons, though has a long recovery time, so be wise and precise with your swings.

## REVOLVER Pistol Slot



You never can go wrong with a revolver like this. It has an average fire rate with moderate damage, and it's best used to pick off low-tier demons from a distance. Needs to be reloaded after 6 shots, just like in the Moorchuhn games!

### Pickups:

## PFANNE Chainsaw Slot



The Pfanne is one of more average melee damage. Fast swing means it's easier to get rid of cannon fodder, though!

**ALTFIRE** - Pull up your guts and block all incoming damage for 5 seconds. Has a 1-minute cooldown.

## HERZTASSE Shotgun Slot



This wonderful mug comes with the advantage of having such steaming hot coffee, it will burn your trusty tongue demons with a few well-aimed mugs. The mug explodes into 3 smaller shards after a throw which offer a nice sense of crowd control.

**ALTFIRE** - **25 Shells** Enter a "caffeinated" status which heals your insides for 50 HP and doubles your fire rate for 12 seconds.

## SCHROTENSCHRAUBE

It just looks as insane as it sounds. A Gatling shotgun.



**Super Shotgun Slot**

Primary fire launches a reliable pellet spread of 11 bullets, so you can turn those pesky demons into swiss cheese. Secondary winds the Gatling up and has a noticeably increased rate of fire, with the cost of much bigger bullet spread!

## ALTER SCHARFSCHUETZER



**Chaingun Slot**

Despite this sniper's age, it still can dish out a good point-blank focused blow. For 15 Bullets, fire a dead shot accurate bolt to a singular target. Long reload times and high ammo consumption makes this weapon best against high priority targets or a good distance damage dealer.

## Pickups (Continued):

### **MINIKANNONE**

Rocket Launcher Slot

Straight out of Inshalalala, this mini cannon takes a bit to blast, though packs a quite large explosion. The cannonball bounces off either the ground & walls once before exploding or on impact.

### **KUERBISKANNONE**

Plasma Rifle Slot

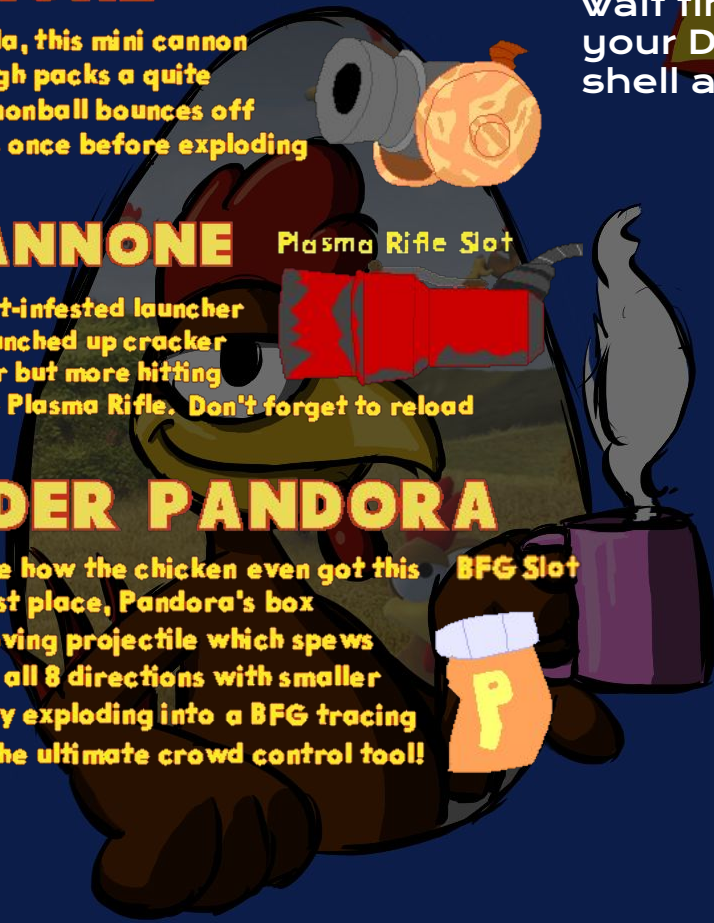
Kind of surprising this rost-infested launcher still functions. Launch crunched up cracker pumpkin seeds at a slower but more hitting fire rate compared to the Plasma Rifle. Don't forget to reload it every once in a while!

### **BUECHSE DER PANDORA**

Laying the question aside how the chicken even got this greek artefact in the first place, Pandora's box unleashes a big, slow-moving projectile which spews out anger and despair in all 8 directions with smaller projectiles, before finally exploding into a BFG tracing detonation on impact. The ultimate crowd control tool!

## TIPS AND TRICKS:

Abuse the mug altfire to negate the long wait times between firing to maximise your DPS, though be sure to watch your shell ammo.



# MORSHU



“You want it?  
It’s yours my friend!”



## HISTORY:

A wise, trustworthy merchant from Koridai. after the threat of Ganon subsided, Morshu realized that he can potentially open new ventures to clients directly instead of managing a measly shop. Thus, he allows the BYOC crew to browse his wares, in exchange for them keeping him alive.

## PRESENTATION:

Morshu helps the party by giving out predetermined powerups, ranging from a guaranteed double damage to enemy repellent. In case he ends up by himself though, Morshu is also able to defend himself with the original 3: lamp oil, rope, and bombs! (and then some).

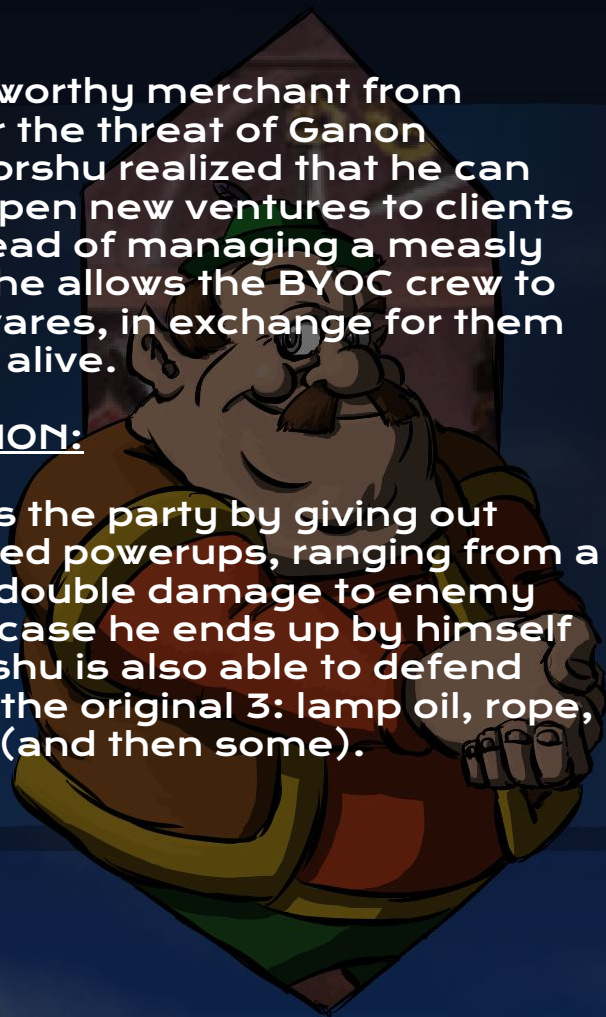
## QUIRKS:

Your Weapons will cost ammo in quantities. Be sure to pay attention to the hud.

Can sell allies his wares to get rupees, his wares cost universal rupees, which players obtain by damaging enemies.

Hitting Enemies with your weapons spawns rupees. Morshu has a knack for sucking them up like a vacuum.

# MORSHU



## ARSENAL:

### Starting weapons:

**Mace:** Each successful hit spawns 10 green rupees and 1 blue rupee. Can rank up to a more powerful mace with shield and the legendary golden mace that shoots rupees. You speed up slightly with the mace out.

The Shielded mace adds protection (50 % damage reduction) And Makes your mace stronger

The Golden Mace shoots rupee projectiles for 35 rupees.

**Rope:** One of the classic weapons, Morshu's rope can hit enemies from afar and knock them about. If it hits terrain, his rope sticks to the wall momentarily. Hitting an enemy will give you two random rupees, ranging from green to purple.

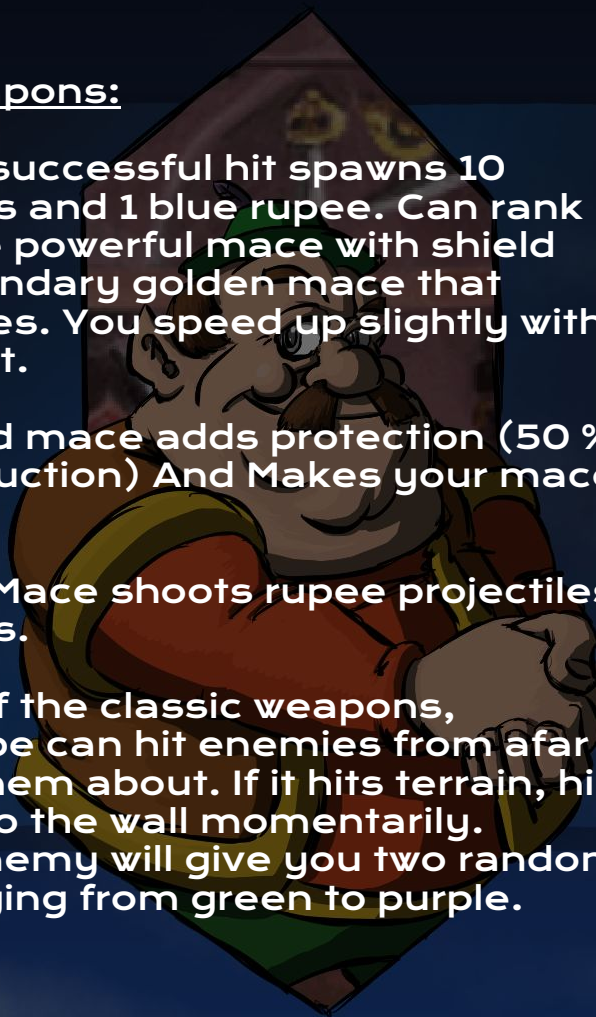
## Pickups:

**Infinite Rupee Bag (Chainsaw):** Using this, you can slowly but surely get rupees. You can either pull out a green, blue, or red rupee, pulling out a red rupee makes Morshu say "rubies".

**Crossbow (Shotgun):** Shoot 3 arrows in a spread to take out enemies. Each arrow can hit 3 times. Costs 10 Shells to replenish Ammo.

**Deku Nut (Super Shotgun):** Throw a Deku Nut, which explodes on impact stunning monsters in a radius. Costs 20 Shells to replenish Ammo.

**Bow and Arrow (Chaingun):** Shoot some arrows at your foes, hold the fire to charge your shot, doing up to 200 damage. Costs 40 Clips to replenish Ammo.

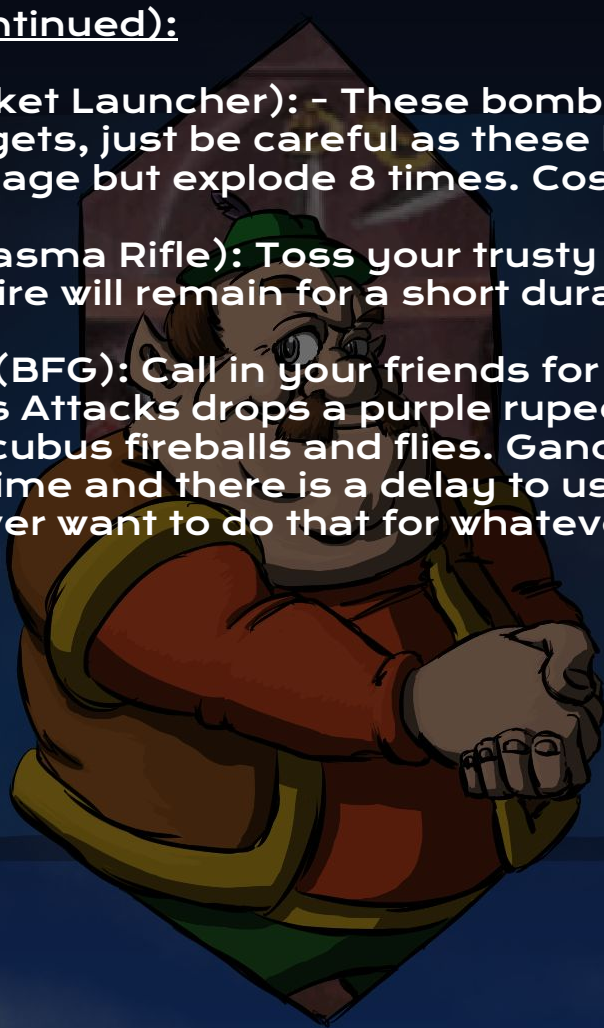


## Pickups (Continued):

**Bombs (Rocket Launcher):** - These bombs pack a huge punch and are ideal for taking on stronger targets, just be careful as these bombs bite back. His bombs do not deal contact damage but explode 8 times. Costs 10 Rockets to replenish Ammo.

**Lamp Oil (Plasma Rifle):** Toss your trusty lamp oil to have it spread out everywhere in a radius. The fire will remain for a short duration. Costs 50 Cells to replenish Ammo.

**Call Friends (BFG):** Call in your friends for 300 rupees. Link shoots a beam sword at enemies. His Attacks drops a purple rupee. Zelda charges at enemies furiously. Gwonam shoots mancubus fireballs and flies. Ganon shoots lost soul projectiles. They despawn after some time and there is a delay to using it. Your attacks can kill your summons as well if you ever want to do that for whatever reason.





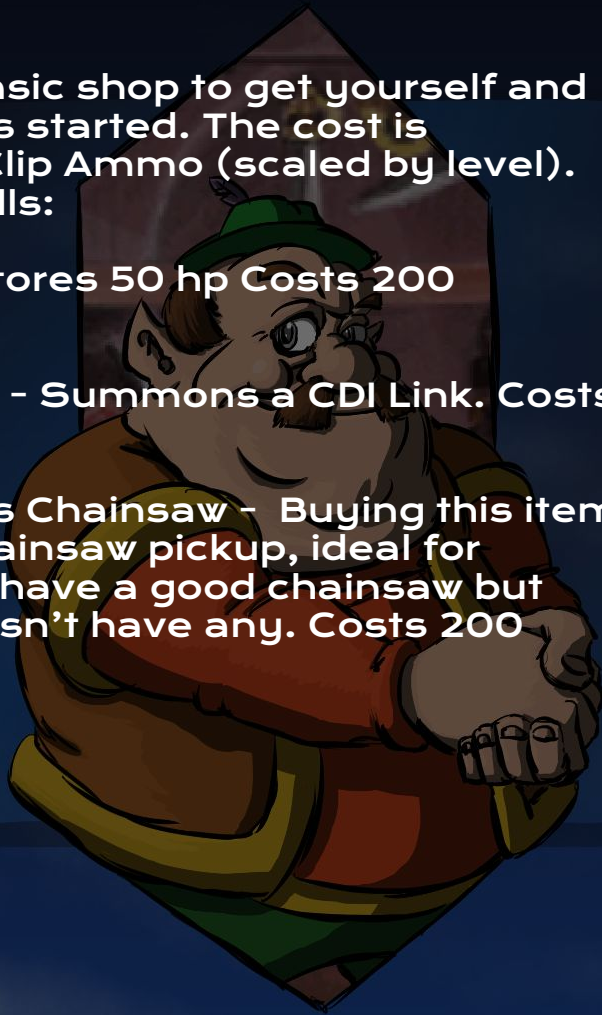
## Shops:

Shop 1 - A basic shop to get yourself and other classes started. The cost is 100/75/50 Clip Ammo (scaled by level). This shop sells:

Dinner - Restores 50 hp Costs 200 Rupees

PTG Remote - Summons a CDI Link. Costs 200 Rupees.

Timberman's Chainsaw - Buying this item spawns a chainsaw pickup, ideal for classes who have a good chainsaw but the map doesn't have any. Costs 200 Rupees



Shop 2 - A versatile shop that costs 25/20/15 Shells. It sells items that are a little more useful than the first shop. This shop sells:

Oops! all ammo - Gives you 2 of each small ammo pickups. Costs 500 Rupees

Cream Coffee - This gives you a pep in your step and a smile on your face, you are faster, and get 25 health. Costs 500 Rupees

Mushroom Soup - This hearty soup gives you regeneration. 5 Health per second for 30 seconds. Costs 500 Rupees

## Shops (Continued):

Shop 3 - A shop that's more oriented to items with effects. The cost is 25/20/15 Rockets. This shop sells:

Cake Armor - Restores 25 health and gives a green armor. Costs 800 Rupees

Stinky Boots - Makes you faster, gives you a green armor, and scares enemies away from you. Stinky. Costs 800 Rupees

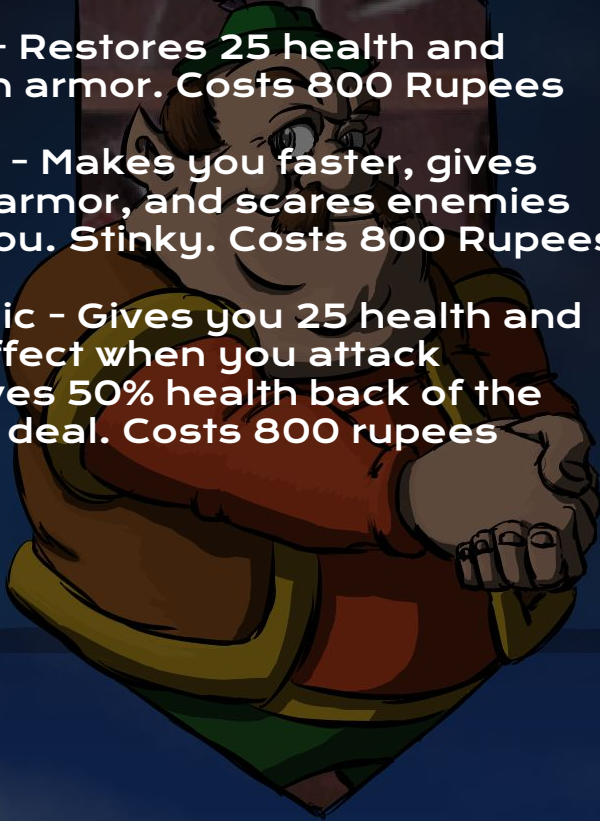
Vampire Garlic - Gives you 25 health and a vampiric effect when you attack enemies. Gives 50% health back of the damage you deal. Costs 800 rupees

Shop 4 - The most expensive shop for your greatest of items. The cost is 150/120/90 Cells. This shop sells:

Double Juice - Its a Double damage in a can! It's just like the double damage pickups. Costs 1500 Rupees

Burger with Pickle - Gives 200 health. That's it. Costs 1500 Rupees

Power Armor - Gives you 200 armor and 75% protection, better than a mega armor. Costs 1500 Rupees



## TIPS AND TRICKS:

Keep an eye on your rupee count, you might have enough to rank up.

Restocking weapons gives more ammo with each level

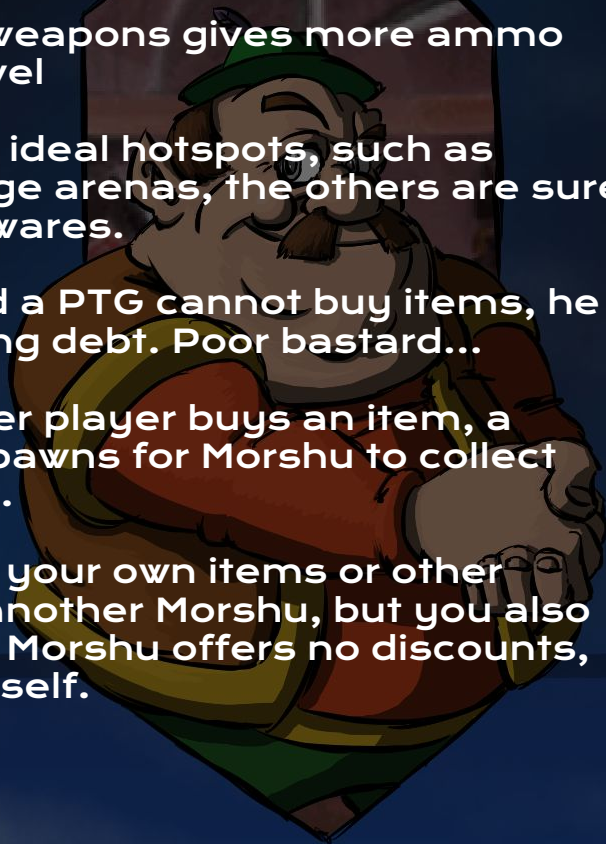
Set shops in ideal hotspots, such as spawn or huge arenas, the others are sure to buy your wares.

Keep in mind a PTG cannot buy items, he has a crippling debt. Poor bastard...

When another player buys an item, a rupee bag spawns for Morshu to collect his payment.

You can buy your own items or other items from another Morshu, but you also lose rupees. Morshu offers no discounts, even for himself.

# MORSHU







# Nike



IT'S TIME  
TO FIGHT  
CRIME

## HISTORY:

This is (not) official content.

Dragged in by sheer mysterious circumstances, the cat-person Niko from the lovingly RPG OneShot is a saviour of a dying world meant to rekindle the sunlight that was once present by transporting the sun from the Barrens into the Refuge to the Tower, where the bulb is to be set back into its place.

The deeds are not done yet, as Niko now gets to fulfill their arson needs by wreaking havoc in BYOC!

## PRESENTATION:

Niko from OneShot features a few weapons inspired by their appearances in-game, “offlore” and a few, more improvised weapons. It is meant as a love letter to the game that hooked me back in 2016 and won me over during a very crucial part of my life. I have a genuine appreciation for the little lad and love them with all my heart <3. -Cray

## QUIRKS:

**SOLSTICE METER** - All attacks you do build up your solstice meter by a certain amount. With ALT ATTACK, you can execute a stronger fire mode for each of the weapons, or get some fun quirks to experiment with.





## ARSENAL:

### Starting weapons:

**Hatchets:** Hack at demons with hatchets, press altfire to throw up to 3 of them with a cooldown. Thrown hatchets stick to surfaces so you can pick them up.

**Barren Scissors:** Throw scissors at demons, tapfire to throw them faster. Altfire throws five of them in a spread. Costs 100 solstice.

### Pickups:

**Glen's Hedge Clippers (Chainsaw):** A faster melee attack that can hit nearby enemies. Altfire throws these clippers, and they will fly around bouncing off of surfaces and ripping through enemies. Costs 100 solstice.

**Vlad-1000 Nailgun (Shotgun):** Shoots a spread of nail projectiles, can hold 8 rounds before needing to be reloaded. Altfire will do a quick burst of three shots for a single round. Costs 100 solstice.

**The OneShot(™) Impaler (Super Shotgun):** One powerful railgun that can deal devastating damage. When used you hold out your fist and punch. Press altfire for another shot. Costs 400 solstice.

**Pancakes (Chaingun):** Throw fluffy pancakes at demons. Altfire will throw out healing pancakes for ONLY teammates. Costs 200 solstice.

**Improv Molotov (Rocket Launcher):** Throw bottles that erupt into flames on collision. Hold fire to for longer distance. Altfire throws three molotovs at once!. Costs 200 solstice.

**Refuge's Charged Battery Lense (Plasma Rifle):** Lightning Fast hitscan that can hold 100 rounds before needing to be reloaded. Altfire triggers your jetpack, which allows you to get a better vantage point, and faster reloads. Enemies will foolishly run away in terror for a breif moment before coming to their senses. Costs 200 Solstice.



## Pickups (Continued):

The Sun (BFG): Throw the sun, causing a devastating explosion. Altfire throws an even larger sun, creating an even larger explosion. Costs 500 Solstice.



## TIPS AND TRICKS:

The jetpacks faster reload ability also applies to the nailgun.

Be sure to help friends in need of health with yummy pancakes.



# Quote



Luigi

## HISTORY:

Quote seems to have taken a wrong turn while trying to reach Ballos. Now he has to try and find a way out. Welcome to hell!

## PRESENTATION:

Quote features a mostly faithful recreation of his arsenal in Cave Story. You'll find most of the weapons and mechanics behave about as you'd expect, with only a couple of exceptions.

Enemies have a chance to drop XP on taking damage, and a brand new weapon has been included in the Witch's Staff.

Also, no Booster.  
Sad, I know.

## QUIRKS:

Has unlimited ammo for most weapons.

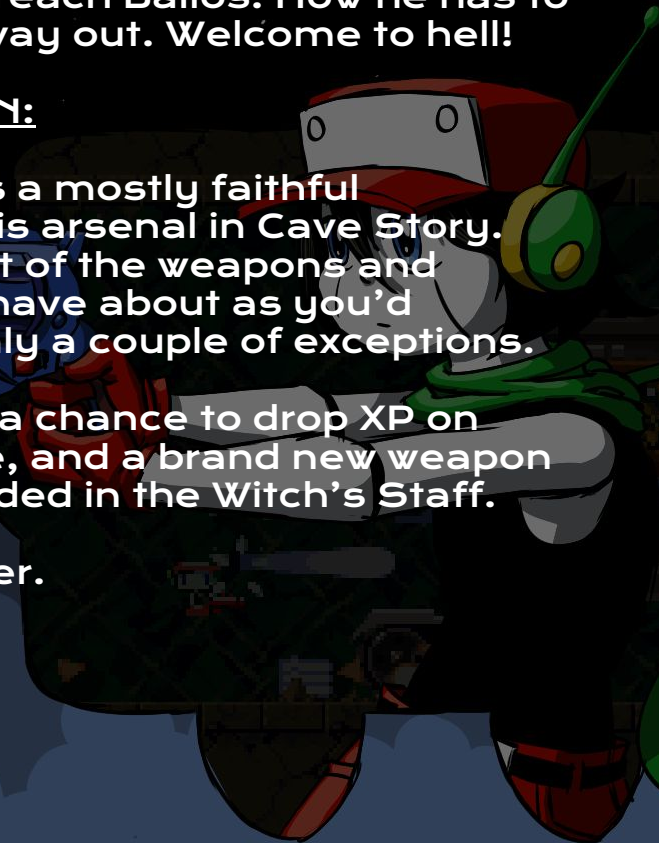
Enemies can drop XP bits upon being damaged by Quote. These can be picked up to fill the XP bar for whichever weapon you're currently holding. Filling the XP bar will level up the weapon and make it more powerful. Receiving damage will make you lose XP for your held weapon and may cause it to level down.

Some weapons can be traded in for better ones.

To obtain the Machine Gun, get the Polar Star to Lv. 2 and press Reload.

To obtain the Spur, get the Polar Star to MAX (Lv. 3 + full XP bar) and press Reload.

Get the Fireball to Lv. 2 and press Reload to combine it with the Polar Star and obtain the Snake. This cannot be done if you already traded away your Polar Star.



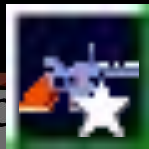


## ARSENAL:

### Starting Weapons:

#### **Polar Star:**

The most basic gun. Fires quick short ranged projectiles for very small damage.



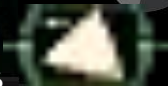
#### **Bubble:**

Pressing the Zoom Key will spawn a protective bubble around you, it acts as a short lasting radsuit. If you end it early, or it runs out, it can't be used until it recharges.

### Pickups:

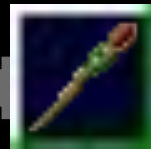
#### **Arms Barrier (Chainsaw):**

A non-weapon pickup that reduces XP loss for all weapons by half! You also will drop XP pickups that you can recover when you take damage.



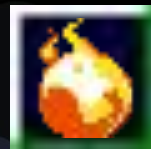
#### **Witch's Staff (Shotgun):**

A parting gift...? A brand new weapon that fires a railgun shot after a short windup. Useful to shoot at far-off enemies that'd be tricky to hit with your otherwise short ranged projectile-based arsenal. Using it will deplete ammo that will recharge automatically.



#### **Fireball (Super Shotgun):**

Bounces along the floor. Shoots bouncing projectiles affected by gravity. This allows you to shoot at enemies from cover by bouncing the projectiles off of walls or lobbing them over obstacles. You can only have a few projectiles out at a time, making close range especially ideal for this weapon. Each Level increases the amount of projectiles you can have out.



## Pickups (Continued):

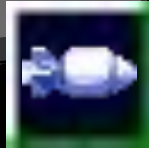
### **Bubbler (Chaingun):**

How you use it is up to you. Fires bubbles forward with low accuracy. At Lv.3 the weapon changes significantly. Hold fire to shoot bubbles that will float around you. After a few moments, these bubbles will turn into quick long ranged projectiles. Release fire to turn all bubbles into projectiles. The bubbles can also block incoming attacks. Using it will deplete ammo that will recharge automatically.



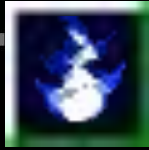
### **Missile Launcher (Rocket Launcher):**

Wide range and powerful damage. A powerful explosive weapon that can be a bit slow to level up- but with deadly payoff if you do. This weapon is the only one that isn't automatically reloaded or infinite, to gain ammo you must be involved in an enemy's death, (other players can kill them too) and they will drop pickups that you can collect.



### **Nemesis (Plasma Rifle):**

Lightning of the goddess. An unusual weapon that is most powerful at Lv. 1 and becomes weaker as it levels up.



### **Blade (BFG)**

King's soul dwells within. Press fire to throw the blade, dealing high damage. At Lv.3 The blade will explode around you dealing massive area damage. Be careful, taking even the smallest of damage will put you back at Lv.2



## Pickups (Continued):

### **Machine Gun**

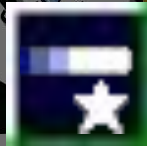
An automatic rapid-fire gun.  
Obtained by trading a Lv.2  
Polar Star.



Functions similar to the Polar Star itself,  
with the added convenience of automatic  
fire. Using it will deplete ammo that will  
recharge automatically.

### **Spur**

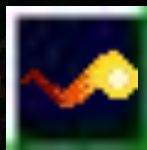
The ultimate weapon. Obtained  
by trading a MAX XP Polar Star  
(Lv. 3 + Full XP bar).



Hold Fire to charge a piercing, lingering  
laser, the range increasing for each level.

### **Snake**

Penetrates through walls.  
Obtained by combining a Lv. 2  
Fireball and the Polar Star.



# Quote





## TIPS AND TRICKS:

Switch weapons constantly. Be mindful of which weapons have enough XP and ammunition to stay effective.

Use your strongest weapons to kill enemies, then switch to a weaker gun to collect the XP and level it up.

The Witch's Staff is your most useful choice to take out enemies in the distance.

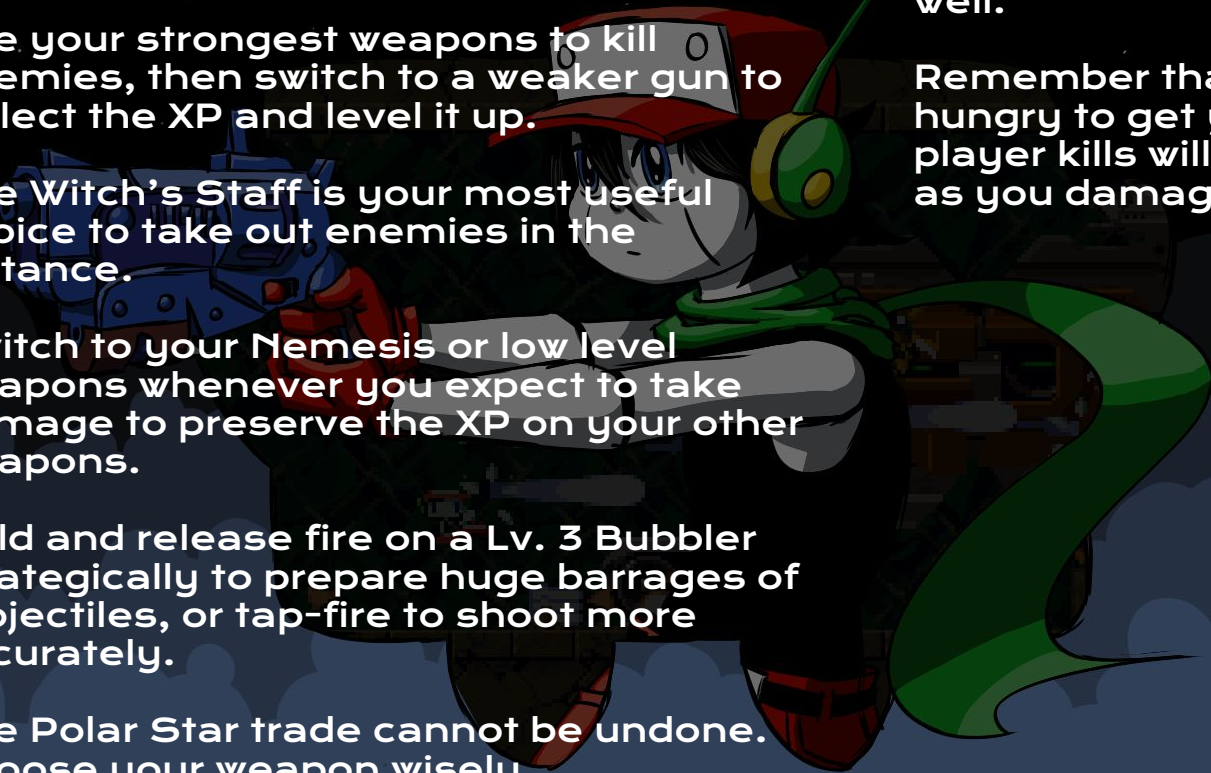
Switch to your Nemesis or low level weapons whenever you expect to take damage to preserve the XP on your other weapons.

Hold and release fire on a Lv. 3 Bubbler strategically to prepare huge barrages of projectiles, or tap-fire to shoot more accurately.

The Polar Star trade cannot be undone. Choose your weapon wisely...

If you accidentally level the Nemesis up, try to tank weak attacks to lose levels while minimizing damage taken. Equipping the Nemesis as you cross hazardous floors is often a good idea as well.

Remember that you don't need to be kill hungry to get your missile ammo, other player kills will drop missile ammo as long as you damage them.





# RAYMAN

YEAAAAH!



## HISTORY:

Ever since the evil teensies were banished to the crater of the musical moon, the Glade of Dreams saw invasions of demonic presence in increasing numbers. Determined to find the source, Rayman made his way down the depths of Hell to show who they're messing with!

Why is Rayman in hell? Who cares! It's not like Rayman lore is already all over the place.

## PRESENTATION:

No arms. No legs. Huge features.

Rayman, our limbless hero, brings his own arsenal of weapons which allow him to respond with ground and airborne foes alike. He is able to deal out good amounts of damage, albeit over a longer period of time.

## QUIRKS:

Almost every weapon features his main gimmick - charge up. Hold down the fire button to charge your currently hold weapon up. Let go to fire a more stronger variant of the attack out.

Almost his entire arsenal lets you quickly spam fire. It's lower damage overall, but racks up!

**RAYMAN**



## ARSENAL:

### Starting weapons:

#### Fists:

Quickly spammable melee attack. Hold Alt Fire to launch your first forward. Hold it long enough for a golden projectile for more damage.

#### Silver Lum

Bouncy projectile weapon. Let the lums fly.

### Pickups:

#### Plum (Chainsaw):

Ticking time bomb that can be tossed.  
Explodes on impact with enemies.

#### Shotgun - Plunger Gun

Fairly competent plunger projectile weapon with the charge fire launching 3 plungers at once! They also force pain.

#### Vortex Costume (Super Shotgun):

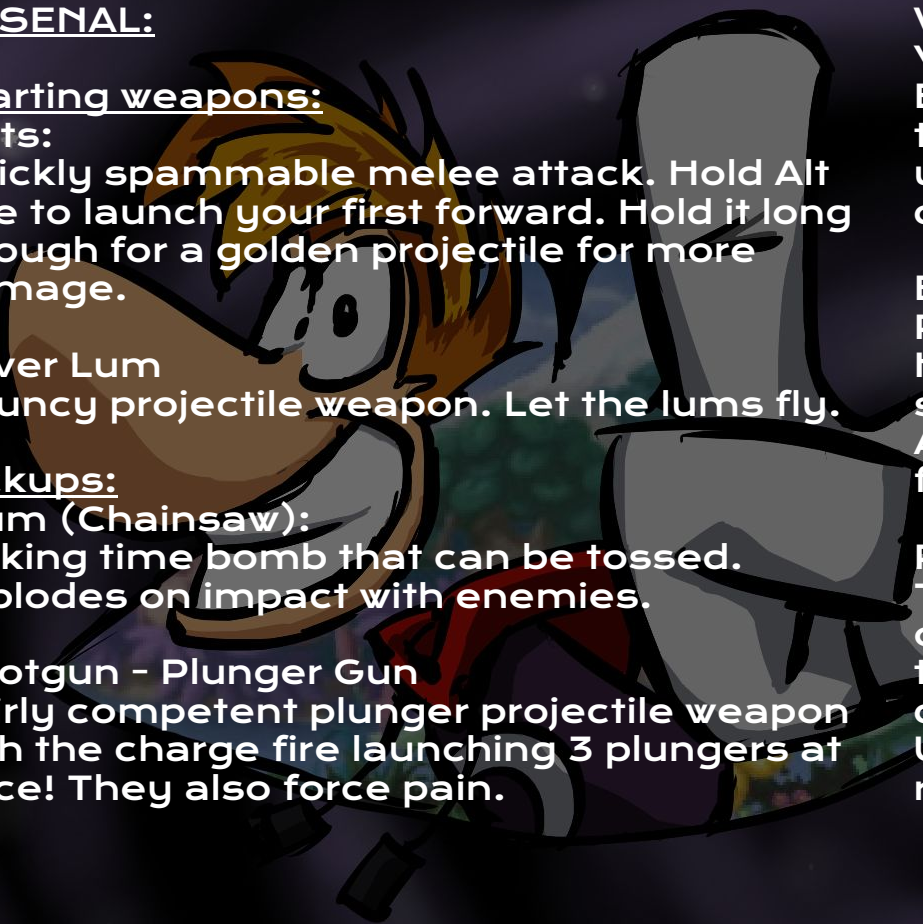
You can use both your hands on this one! Both Fire and Alt Fire launch 3 damaging tornadoes in a fixed spread. Charge up to unleash a golden tornado seeking out demons and dealing more damage overall!

#### BZZIT! (Chaingun):

Rapid tap fire spit attack at your enemies. Hold Fire to charge a massive spitball that send enemies flyin', even dead ones! Altfire does automatic spitting at a lower fire rate.

#### Rocket Rodeo (Rocket Launcher):

Throw a rocket in front of you that will stay on the ground until it makes impact, with the charge up launching a faster, more damning attack that can run up some walls. Use Alt Fire to ride one of these rockets right into demons!



## Pickups (Continued):

### Electric Costume (Plasma Rifle):

As with the Vortex Costume, you can use both your hands. Fire to launch an electric, bouncing ball with gravity that will spread itself out on impact. Charge up let's you deal AoE damage, and the ball will stay in the air unleashing electrical chaos.

### King Lum (BFG):

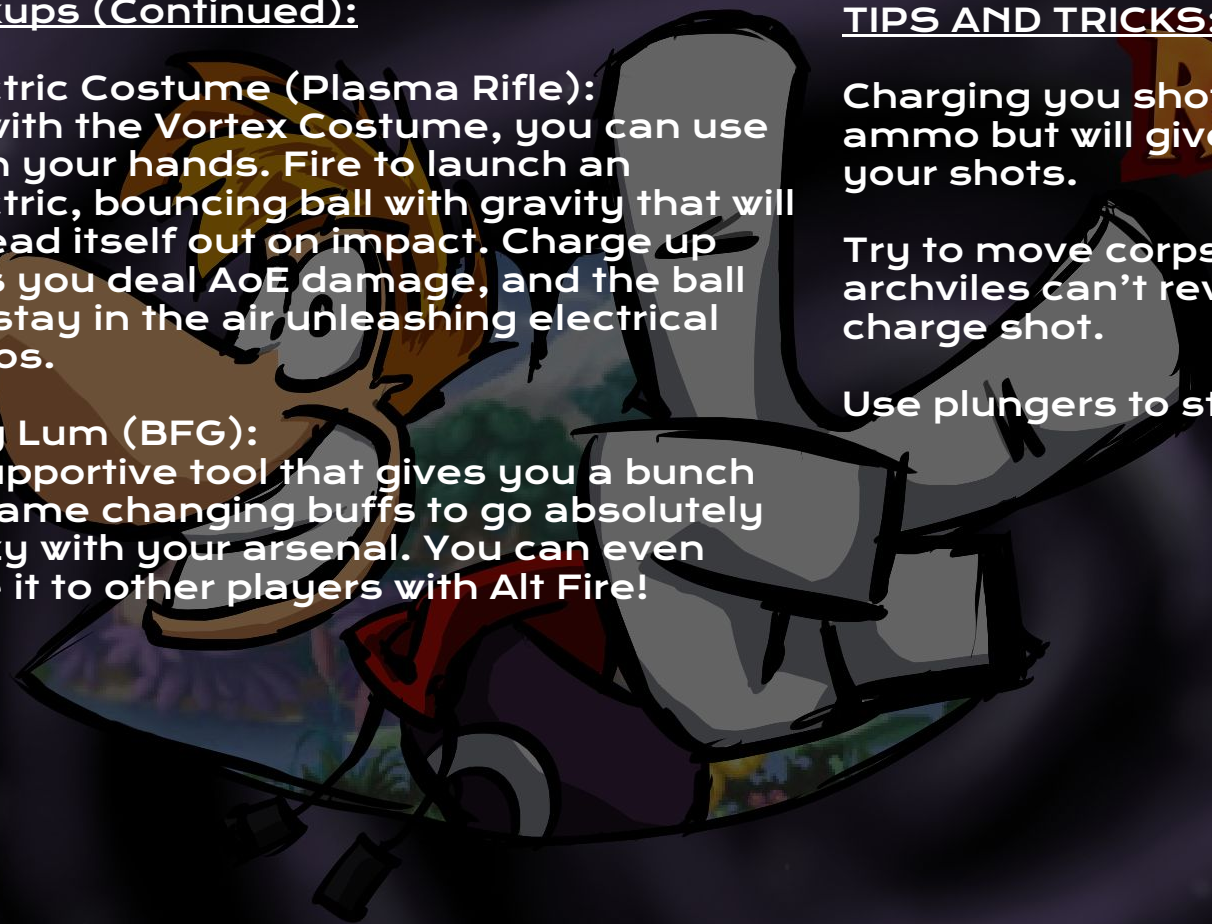
A supportive tool that gives you a bunch of game changing buffs to go absolutely crazy with your arsenal. You can even give it to other players with Alt Fire!

## TIPS AND TRICKS:

Charging you shots will consume more ammo but will give additional effects to your shots.

Try to move corpses into places where archviles can't revive them with the BZZIT charge shot.

Use plungers to stunlock archviles.





# Sir Daniel Fortesque

“Get on with it”





## HISTORY:

Sir Dan after traveling back in time somehow traveled into hell! Like the bag of bones he is, he believes it must be the works of Zarok, Palethorne or some old coot raisin' the dead.

## PRESENTATION:

Sir Dan is meant to be a semi-port of his arsenal from his original game including a select amount of weapons, but with some tweaks to make him fit in better for doom. Dan is based fully off of MediEvil 1, sorry MediEvil 2... (not sorry).

His workhorse weapons are melee, and just because they don't cost ludicrous amounts of ammo doesn't mean that they are broken. Melee combat involves you having to maintain a close distance to your enemies, which can be afterlife or death.

## QUIRKS:

Sir Dan has a heavy emphasis on melee combat, he has some ranged weapons at his disposal, but aren't fully reliable. To compensate for his high risk, he's been given a passive defense buff so he can tank some damage.

Some weapons have a charged attack you can activate by holding altfire, listen to the charge sound to know when your weapon is charged.

Souls will emerge from the enemies you kill. They will be important in the long run.

You can press the zoom key to shield dash on every weapon, however some don't have the shield as to prevent "third arm syndrome". On the manual pickups desc, look for the "shield" text to see which ones you can use your shield dash with.

## ARSENAL:

### Starting weapons:

#### The Shield:

The shield protection varies on tier:

Copper: 15%

Silver: 25%

Gold: 40%

(Shield) Throwing daggers: These daggers are tossed in an arc, they don't travel far but are good for dispatching some enemies at a safe distance. Pressing altfire performs a triple dagger toss, but they don't travel as far.

(Shield) Small Sword: Your standard sword that you keep with you in your crypt, not the sharpest of blades, but can deal with your typical fodder enemies with ease. You attack in two slashes. Hold altfire to charge up your swing attack, affecting enemies in a radius, but you spin around.

### Unlocked Weapons:

Chalice: After you fully upgrade shield for souls you attain thru killing, You unlock this chalice to use on the offensive, or bless your teammates. Use it to summon homing projectiles, or use altfire to radius heal your allies. This weapon costs your excess souls, or your soul if you run out.

### Pickups:

Arm (Chainsaw): You might be unarmed but you aren't unarmed. You can smack demons with your arm or toss it as a projectile. The arm is fairly weak but forces enemies into a pain state, perhaps they are shocked they took damage from an arm.

Club (Shotgun): Your not so standard club, as this one doesn't break but suffers from a terrible range. The club is fast, dealing small AOE damage. Using altfire will ignite it at the cost of shells., which can be utilized as a lightsource for you and others, and it can set enemies on fire.



## Pickups (Continued):

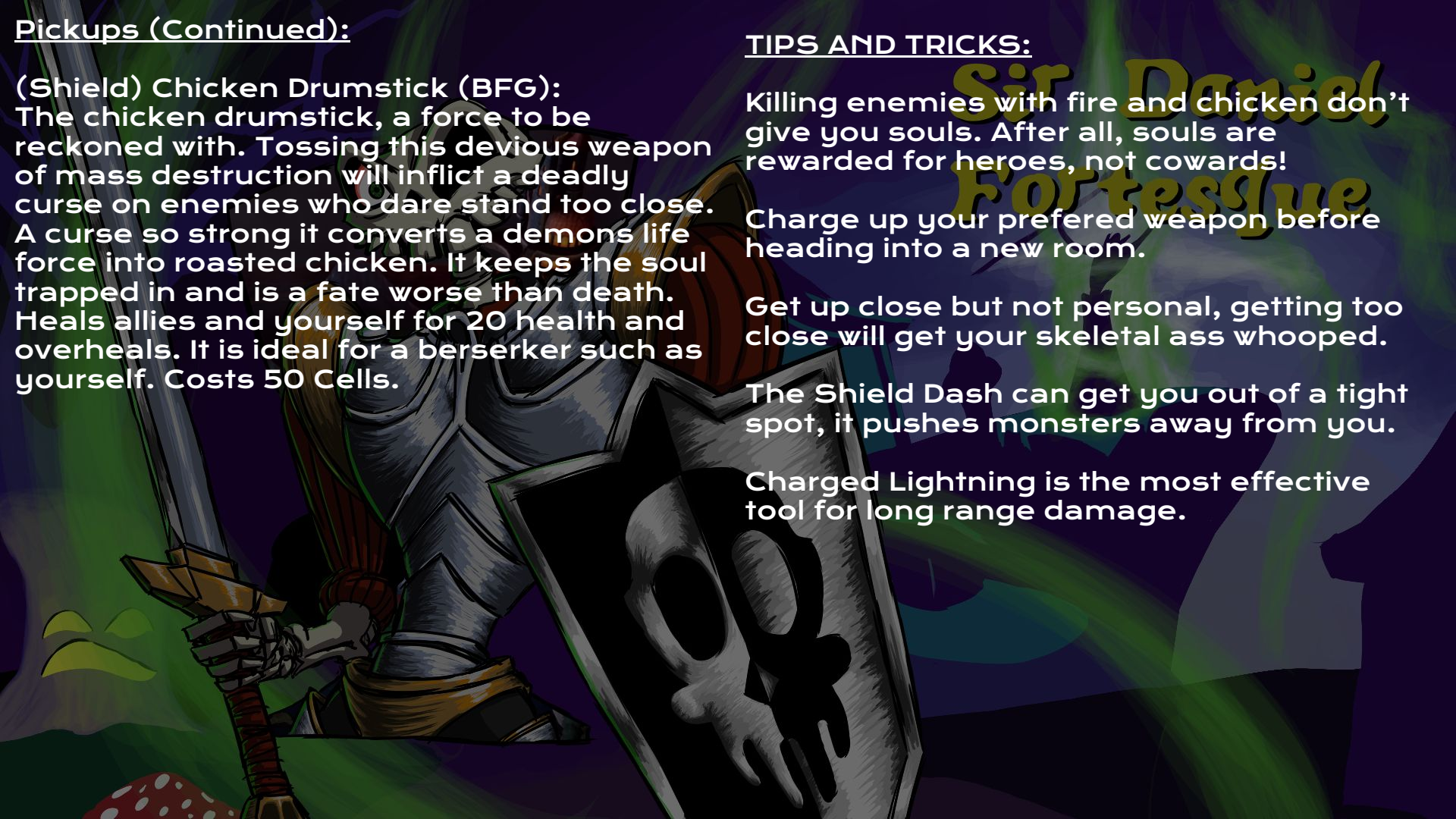
(Shield) Enchanted Broadsword (Super Shotgun): Woden the Mighty lends his broadsword to you, replacing that puny rod of metal you call a sword, making victory easier to achieve. Behaves like the small sword, but does a little more damage. Pressing reload will enchant the sword at the cost of 4 shells, but makes your sword super powerful. It only lasts a brief period so keep an eye on the meter. The altfire is the same as the small sword.

(Shield) Crossbow (Chaingun): Canny Tim lends you his rapid fire crossbow. The bolts travel in a straight direction and bounce once on hitting a wall. Holding altfire shoots holds the crossbow sideways, shooting faster but it has spread.

Longbow (Rocket Launcher): Ravenhooves left you his longbow with magic arrows and flaming arrows. Its a bit hard to aim at far distances, but the magic arrows deal area damage, and no self damage because it's magic. Altfire shoots flaming arrows, which sets enemies in a radius on fire.

(Shield) Lightning Bolts (Plasma Rifle): Megwynne offers you her magic lightning bolts. They can only travel at a limited distance, at the cost of three cells but can be cast rapidly. Holding altfire charges a more powerful lightning strike, which can reach further enemies, giving you more bang for your buck at the cost of 13 cells.





## Pickups (Continued):

(Shield) Chicken Drumstick (BFG):  
The chicken drumstick, a force to be reckoned with. Tossing this devious weapon of mass destruction will inflict a deadly curse on enemies who dare stand too close. A curse so strong it converts a demons life force into roasted chicken. It keeps the soul trapped in and is a fate worse than death. Heals allies and yourself for 20 health and overheals. It is ideal for a berserker such as yourself. Costs 50 Cells.

## TIPS AND TRICKS:

Killing enemies with fire and chicken don't give you souls. After all, souls are rewarded for heroes, not cowards!

Charge up your preferred weapon before heading into a new room.

Get up close but not personal, getting too close will get your skeletal ass whooped.

The Shield Dash can get you out of a tight spot, it pushes monsters away from you.

Charged Lightning is the most effective tool for long range damage.



Yung  
Venuz

Welcome  
to the  
crib!

## HISTORY:

Since being one of the remaining wealthiest entities in the universe has become utterly useless, YV has set out to slaughter endless hordes of demons for his amusement and took a few of his favourite guns straight out of da crib. Spam the airhorn like a true chad and get back 2 bizniz.

## PRESENTATION:

YV is a funny looking sphere unable to die. If he takes enough damage he simply just becomes pissed off and teleports back to Venuz. He doesn't think much less of the BYOC crew, and is quite selfish in his approach. Either do it yourself or not.

He has short range with his weaponry but makes up for it with more DPS, if used right.

## QUIRKS:

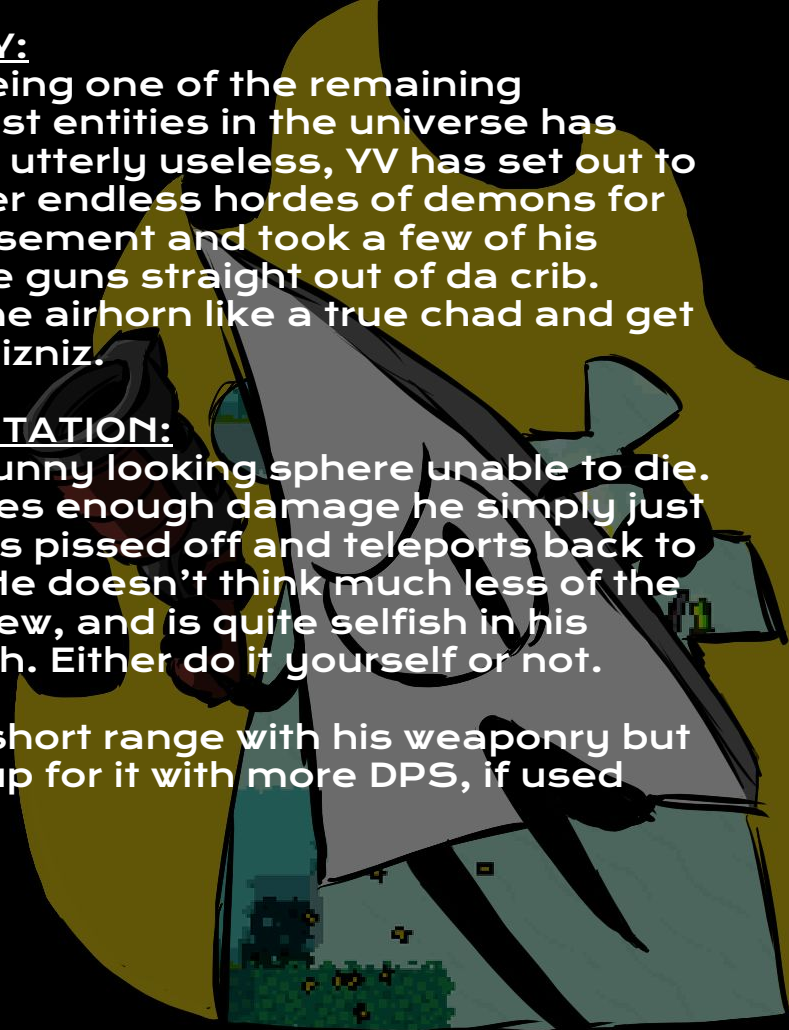
Faster RoF: YV has a thing or 2 for guns and thus is able to fire it faster than Doomguy, but lacks in range.

Pop Pop: Fire 2 projectiles from any gun with double the ammo cost and longer reload time. DPS is the keyword here, fellas.

Mony: Even though it only exists for flexing your wealth, a Morshu player can pick up your mony for an additional ruby.

And it's called MONY, not MONI. Learn the difference.

Also screw the Popo.





## ARSENAL:

### Starting weapons:

Wrench: Basic melee weapon.

Y.V.'s Golden Revolver: Basic projectile weapon with some spread, can be tapfired.

### Pickups:

Energy Hammer (Chainsaw): A slower, stronger melee that costs cells to use. It is also easier to deflect projectiles.

Slugger (Shotgun): Single projectile that bounces off of walls but can only travel a set distance.

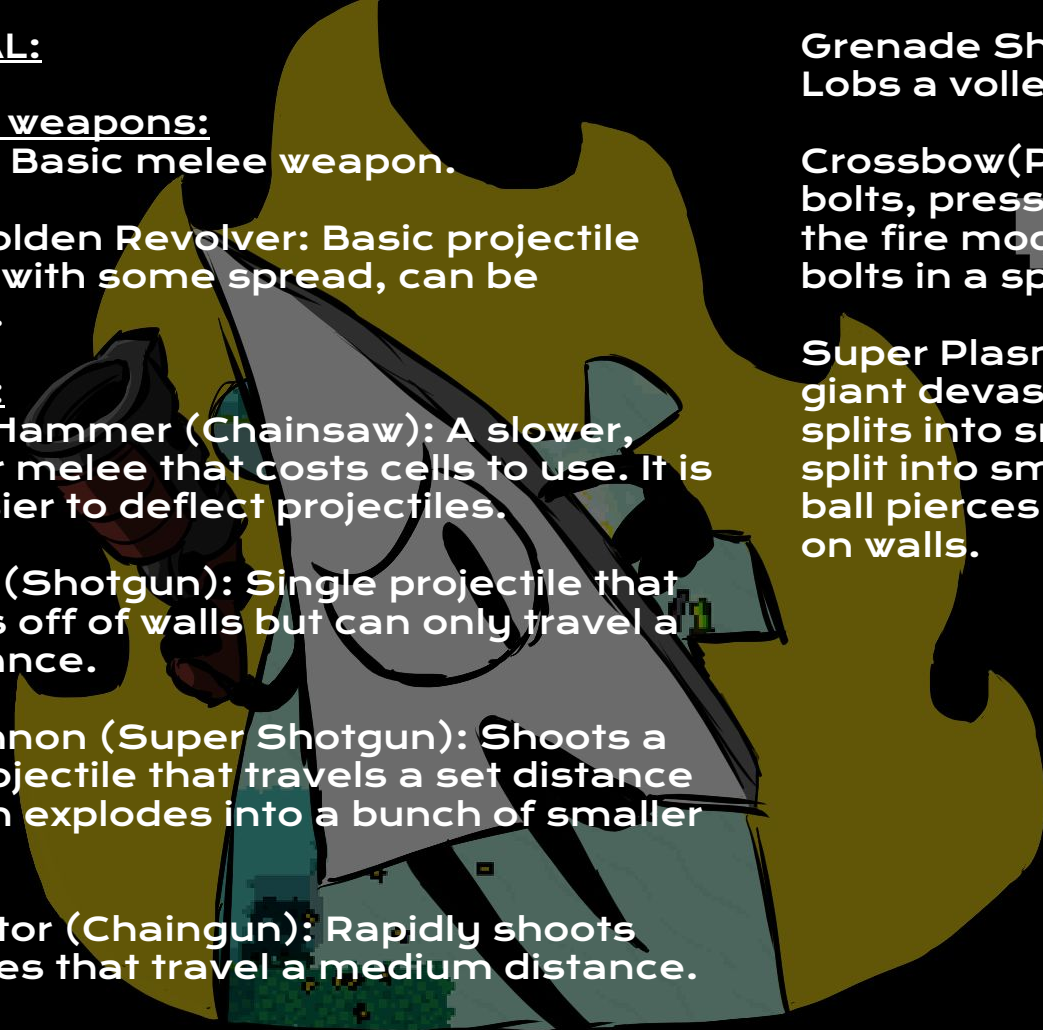
Flak Cannon (Super Shotgun): Shoots a large projectile that travels a set distance and then explodes into a bunch of smaller ones.

Incinerator (Chaingun): Rapidly shoots projectiles that travel a medium distance.

Grenade Shotgun (Rocket Launcher): Lobs a volley of 4 miniature grenades.

Crossbow(Plasma Rifle): Shoot piercing bolts, pressing the reload key will change the fire mode to shoot 5 times as many bolts in a spread.

Super Plasma Cannon (BFG): Shoot a giant devastating ball of plasma that splits into smaller balls of plasma which split into smaller balls of plasma. The big ball pierces demons and is only destroyed on walls.

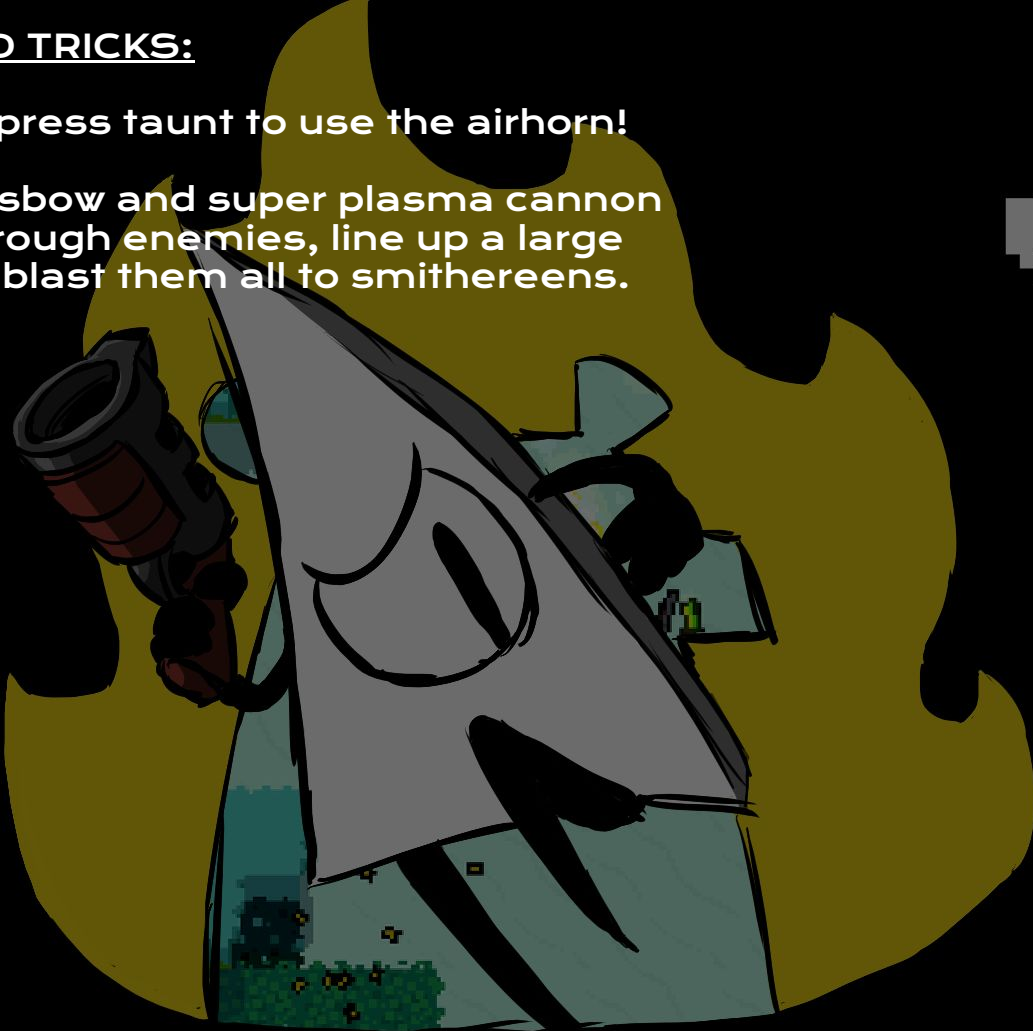


## TIPS AND TRICKS:

You can press taunt to use the airhorn!

The crossbow and super plasma cannon shred through enemies, line up a large horde to blast them all to smithereens.

# Yung Venuz





# POSTAL DUDE

“And now the  
flowers will grow!”



## HISTORY:

Whether it's the head wound hallucinations, or Postal Dude took a wrong turn from Paradise, can't be too sure how he ended up in hell, even if it's clear that it would probably be his after life fate.

## PRESENTATION:

Postal Dude presents himself as a port of selected weapons from different POSTAL games including POSTAL Brain Damaged, with the main attraction of course being, the ability to humiliate your enemies by pissing on them.

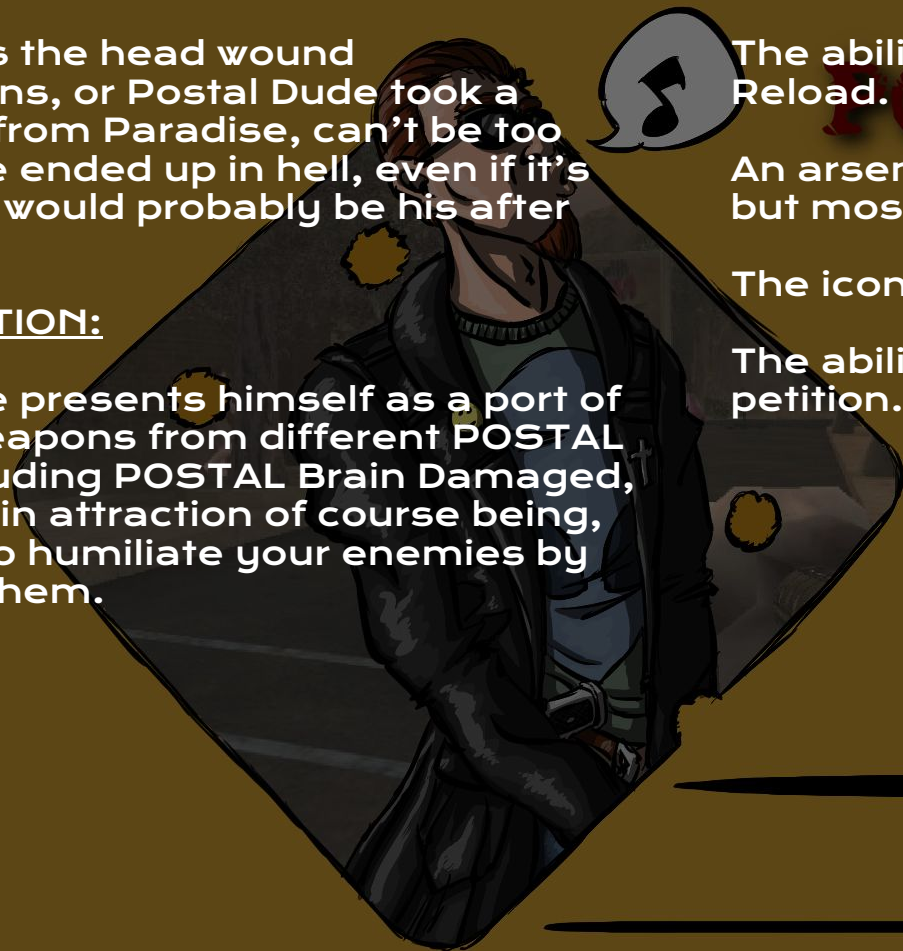
## QUIRKS:

The ability to piss anytime by pressing Reload.

An arsenal from different POSTAL games but mostly POSTAL 2.

The iconic lines from Postal 2.

The ability to pester others with your petition.



POSTAL DUDE

## ARSENAL:

### Starting weapons:

**Shovel:** Your trusty shovel. Show them who's boss by trusting this weapon into their brain.

**Pistol:**  
A simple pistol that uses bullets. Nothing more, nothing less.

**Piss:** Pissing on enemies causes them to flinch. When low on health, your piss becomes blood, stunning enemies more frequently, and if you pick up a double damage pack, your piss becomes a weapon.

### Pickups:

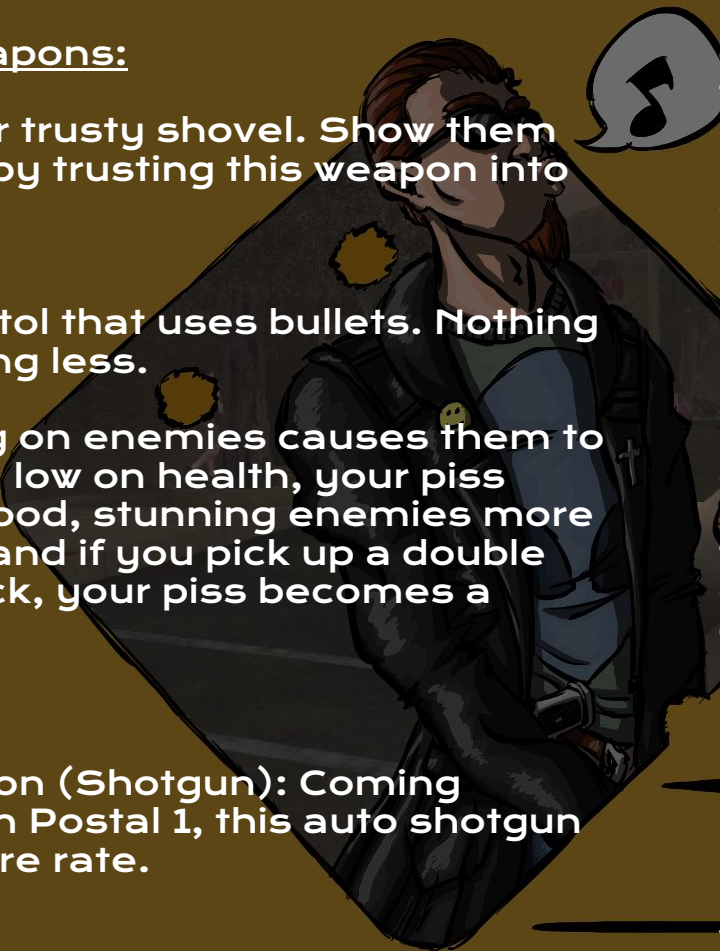
**Spray Cannon (Shotgun):** Coming straight from Postal 1, this auto shotgun has a slow fire rate.

**Fournicator (Super Shotgun):** Four barrels, four shells, four times the damage. Watch out for the spread though.

**M-Gun (Chaingun):** Yes, it's from THAT game but we made it a good weapon in a good game. Good fire rate but some spread.

**Holier-Than-Thou-Launcher (Rocket Launcher):** A weapon of nightmares. Primary launches a rocket while Altfire charges and launches a Holy hand grenade for 4 rockets for enough damage to send those demons to heaven. Be careful, the Holy hand grenade is know to destroy all things sinful, including yourself.

**Napalm Launcher:** Primary launches a projectile that bursts into flames on contact while Altfire launches a bouncing projectile that leaves a trail of flames behind it. Be careful to not burn yourself with it.



# POSTAL DUDE

### Pickups (Continued):

**Cow Head (BFG):** A rotting cow head whose stench is deadly. Primary throws it while secondary puts it down in front of you. Costs 100 Fuel to use.

### Petition (Chainsaw):

Press fire to ask someone to sign your petition: If an ally signs it (by pressing "Buy Morshu Item" key while standing on the petition sign), you and the ally get healed by 20 health points. If you get damaged instead, you gain a damage boost for 10 seconds. In both cases, there is a 30 seconds recharge time.

### TIPS AND TRICKS:

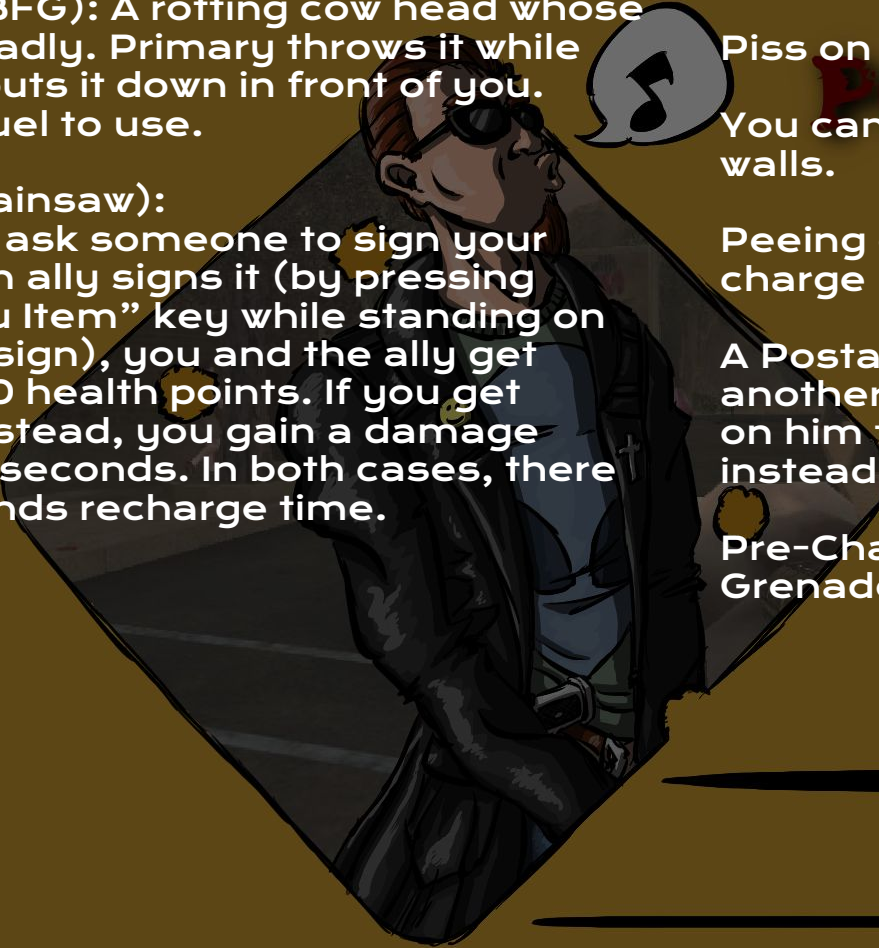
Piss on enemies if all else fails

You can also piss on your allies, or the walls.

Peeing on Pizza Tower Guy will make him charge his meter faster.

A Postal Dude can't sign the Petition of another Postal Dude, but he can still piss on him to trigger the damage boost instead.

Pre-Charge the HTRGL's Holy Hand Grenade to have it ready for a hit and run.





**ASH  
WILLIAMS**



**Groovy.**

## HISTORY:

After another space and time travel shenanigans, Ash ends up having to fight the forces of darkness directly on their turf.

Luckily for him, he won't be fighting those alone this time around.

## PRESENTATION:

Ash Williams is a rather straightforward character whose only gimmick are the fact he can use his chainsaw arm at any time to compensate for the reload time or slow firing speed.

The art style used for that class was inspired by the Hellboy and BPRD comics by Mike Mignola.

## QUIRKS:

Powerful weapons with either a big reload time or slow firing speed.

A melee attack usable under (nearly) any circumstance, even when firing or reloading.

ASH  
WILLIAMS

## ARSENAL:

### Starting weapons:

**Chainsaw Arm:** This melee weapon is always available with any weapon. You can use it by pressing Altfire. Picking up the Chainsaw will improve it.

**Pistol:** Your starting weapon chambered in .45 ACP. Each mag can contain 12 bullets. Weak but precise with a quick reload.

### Pickups:

**Boomstick (Shotgun):** Your trusty companion. Powerful, but only contains two shells in its chambers with a lengthy reload.

**Dynamite (Super Shotgun):** Literal Boom Sticks. No reloading necessary but explodes one second after hitting something. Watch out for the blast.

**Tommygun (Chaingun):** Chambered in .45 ACP, this weapon has fast fire rate but is less accurate. Each mag can hold up to 50 bullets.

**Grenade Launcher (Rocket Launcher):** It contains six grenades in its tubes. The grenades have great range, explode on contact and deal a good amount of damage on direct impact, but the reloading process takes time.

**Flamethrower (Plasma Rifle):** This close to mid-range weapon is highly efficient and pierces through enemies but burns through ammo really quick. Each container can contain up to 100 units of fuel. Takes some time to reload.

**Necronomicon (BFG):** This weapon takes time to fire but it summon your trusty Oldsmobile, which goes in a straight line through the enemies. Better used as a crowd control weapon rather than a weapon for big enemies. Uses Fuel.



# ASH WILLIAMS

## TIPS AND TRICKS:

Mind the ammo you have in your mags, the last thing you want is to be caught with your pants down.

The more powerful a weapon is, the longer it takes to reload it.

Reloading won't waste your ammo, so don't hesitate to do it during downtimes.

Don't forget that you have access to your melee attack at any time by pressing Altfire, this can save your life during close encounters. You can use your melee while firing and reloading your weapons, so don't hesitate to use it.

You have to reload your guns either by pressing Reload or by firing while their mags are empty.

The Dynamite and Necronomicon are the only weapons that does not require reloading, but take time to deal significant damage, so be mindful.





# Tony Soprano

What the @#\$%  
are you gonna  
do?

## HISTORY:

Patriarch of his own family and leader of the infamous New Jersey crime mafia, Tony Soprano has a lot of weight on his shoulders. He believes that taking his anger out on hell itself will finally give him the patience and courage to tackle the clan's problems, but will they really?

## PRESENTATION:

Tony lives as a simple man, and as such only uses one type of ammo for all of his weapons. If he manages to run out of ammo, he passes out in a fit of confusion. Pass out again in quick succession to the prior faint, and you will be down longer. Otherwise his weaponry equally is effective as it is made in Jersey.

## QUIRKS:

Has a gabagool meter that caps at 100. passes out when it runs out, then refills to 20. Any ammo pickup refills gabagool.

Picking up a backpack increases his max gabagool to 125.

Tony Soprano



## ARSENAL:

Regardless of weapon chosen, Tony is able to punch someone with right click at any time.

### Starting weapons:

**A Gun:** A Gun that you got yourself to shoot demons with. Rapid fire is achieved with rapid clicks of the mouse button. Each shot also costs 1 gabagool.

### Pickups:

**Some Gabagool (Chainsaw):** A plate of gabagool, ready for you to chow down on, healing 10% of your health. Takes up 50 gabagool per meal.

**Shotgun:** (Shotgun) Fires a nice hitscan bullet to put the enemies to sleep in. Beware Tony B. Each shot uses 10 gabagool.

**Driving in New Jersey (Super Shotgun):** Your trusty car to drive around with. Costs 5 gabagool to start and 6 to restart after each collision, be it a monster or a wall.

**AK-47 (Chaingun Replacement):** Fires at a higher rate than the pistol and has automatic fire, but with the obvious downside of the ammo consumption at 4 gabagool per round.

**Bread for the Ducks (Rocket Launcher):** Tosses a clump of bread and a duck will soon jump after it. The duck explodes. Uses 15 gabagool per clump of bread. The bread also does damage.

**Make a Phone Call...(Plasma Rifle)** A phone call to your associate, Paulie. He comes equipped with his own pistol and will automatically shoot at targets with 100% accuracy. Each call uses 50 gabagool. You can only have one Paulie out at a time. Firing again will teleport him to where you point.

**DA DOOR! (BFG):** An angry shout to your wife Carmella to SHUT THE DOOOOOOOOR! Wipes out enemies in the blast of DA DOOR, showing your authority as a mafia boss. Each Door uses 75 gabagool.

## TIPS AND TRICKS:

As you take all types of ammo to replenish your gabagool, remember to be considerate for others ammo needs. If someone desperately needs cell ammo, do not sweep all of it just to pig out again!

Tony's therapy sessions taught him a very valuable lesson in panic attacks, and you should use it too: never stress out in the heat of the moment, or else you might die in your sleep!



# Tony Soprano



HOMER

D'OH!



## HISTORY:

After losing his soul to Flanders and being forced to take residence in Hell, Homer seeks to get back what's his with an arsenal of his own bottomless supply of vices and inventions...

Hell isn't bad, but nothing beats a cheap beer from Moe's.

## PRESENTATION:

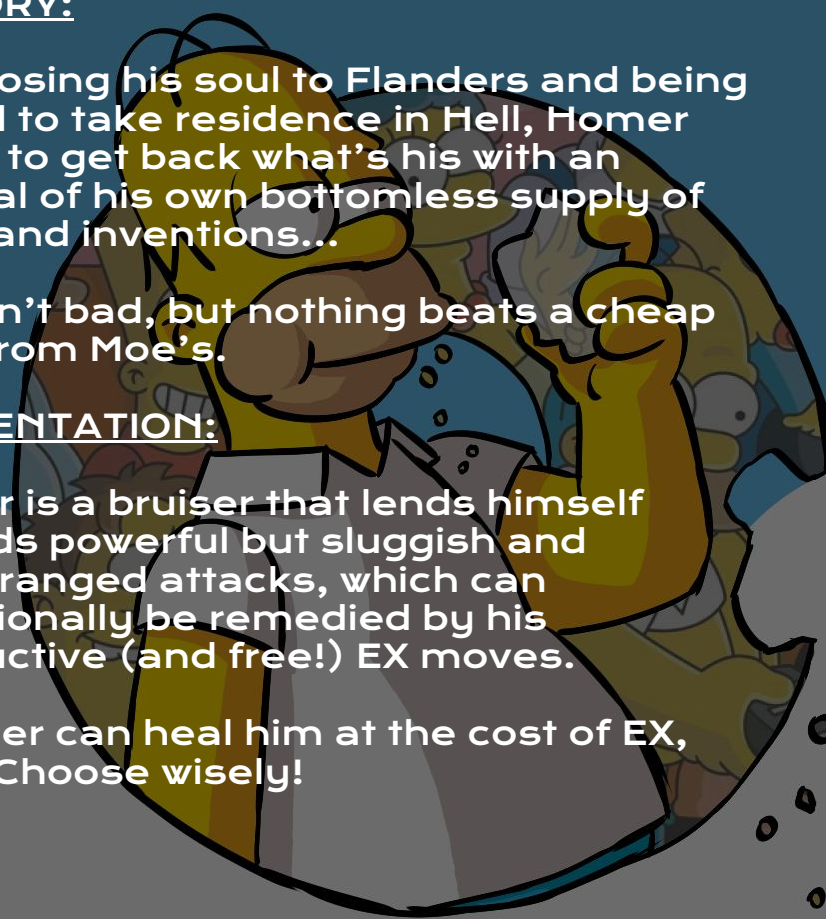
Homer is a bruiser that lends himself towards powerful but sluggish and short-ranged attacks, which can occasionally be remedied by his destructive (and free!) EX moves.

His beer can heal him at the cost of EX, too... Choose wisely!

## QUIRKS:

Homer's weaponry provides him with EX meter, which can be spent to heftily strengthen a weapon for one attack at no ammo cost. His beer also exclusively uses EX meter and can be used to heal up.

# HOMER



## ARSENAL:

### Starting weapons:

#### **The Wonderbat**

Homer's lucky handcrafted bat. This bat is much stronger than the default brass knuckles! 5 EX will start a Woohoo Whirlwind, which bruises whatever's ahead with rapid kicks and a final swing.

#### **Donuts**

Thanks to his torture, Homer has a large supply of donuts. They are weak, quickly-thrown clip projectiles. For 10 EX, Homer throws a burst of donuts which all deal a little more damage.

### Pickups:

#### **Beer (Chainsaw)**

It must be some kind of off-brand Duff, because it's doing the opposite of what it's supposed to... Requires EX to drink - 1 EX equals 1 health, and he can overheal to 150 health! For 5 EX, you can...?

#### **Bowling Balls (Shotgun)**

Homer has always been a fiend with a bowling ball. These rolling projectiles can bowl straight through weak demons. For 15 EX, a stronger bowling ball will cause damaging pins to pop out of enemies.

#### **Makeup Gun (Super Shotgun)**

His own invention, switched from "Whore" to "Demon". A strong, short ranged weapon, it must reload after two shots. May leave splatter on the walls... For 20 EX, it will shoot a powerful blast that kicks Homer far back.

#### **Gun (Pistol)**

A very convenient utility tool that Homer has recently discovered self-defense applications for. It fires a strong hitscan shot at a hefty ammo cost. For 30 EX, Homer fires the gun three times, rapidly.

#### **Milkshakes (Rocket Launcher)**

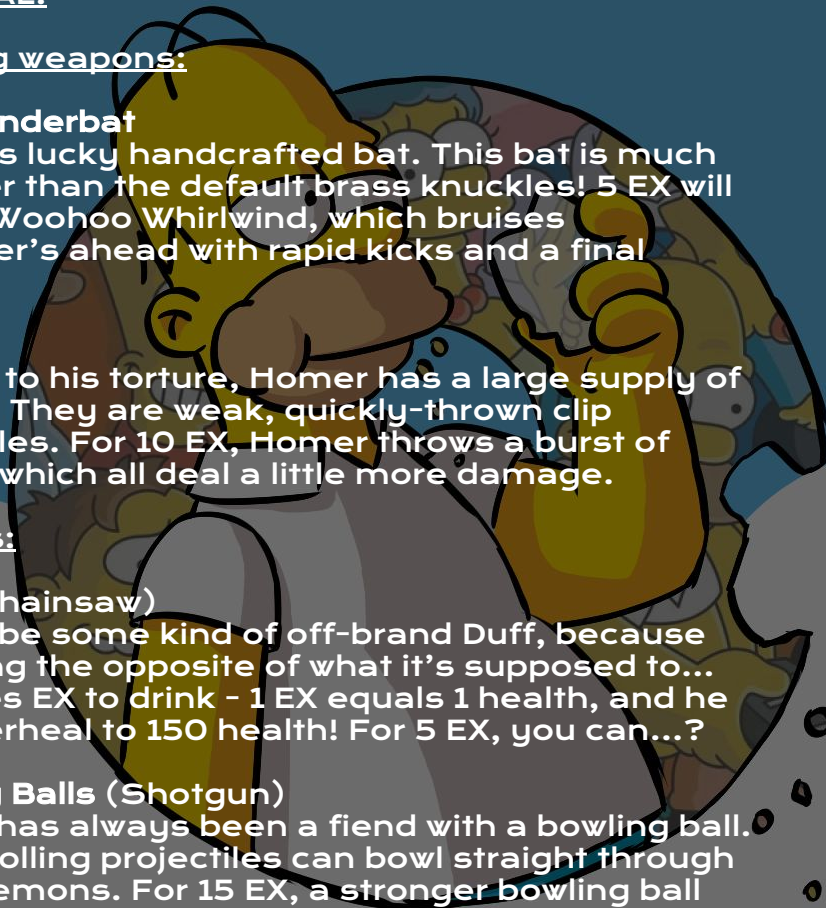
Another Homer in hell gave him these. Milkshakes create an explosive frost pillar that deals continuous damage to anything in its radius. For 30 EX, it instead creates an explosion that spreads volatile pop rocks.

#### **Butterfinger (Plasma Rifle)**

Stolen from the boy. Homer whips a Butterfinger that deals contact damage and discharges electricity. For 30 EX, the whip is faster, stronger, and creates more electricity.

#### **TV Remote (BFG)**

Even in hell, Flanders refuses to pirate cable, so there are only five channels. The remote summons a TV that spits dozens of projectiles around itself. For 5 EX, you can...?



## TIPS AND TRICKS:

Donuts are a cheap way to build meter at any progression, and the EX is a no-ammo low-meter-cost means for damage!

Aim bowling balls high to get them over ledges.

Make sure to get up real close with the makeup gun. It can't deal damage past a certain range.

Use the gun to deal with faraway enemies, but be wary of its clip cost; don't forget that its altfire uses no ammo.

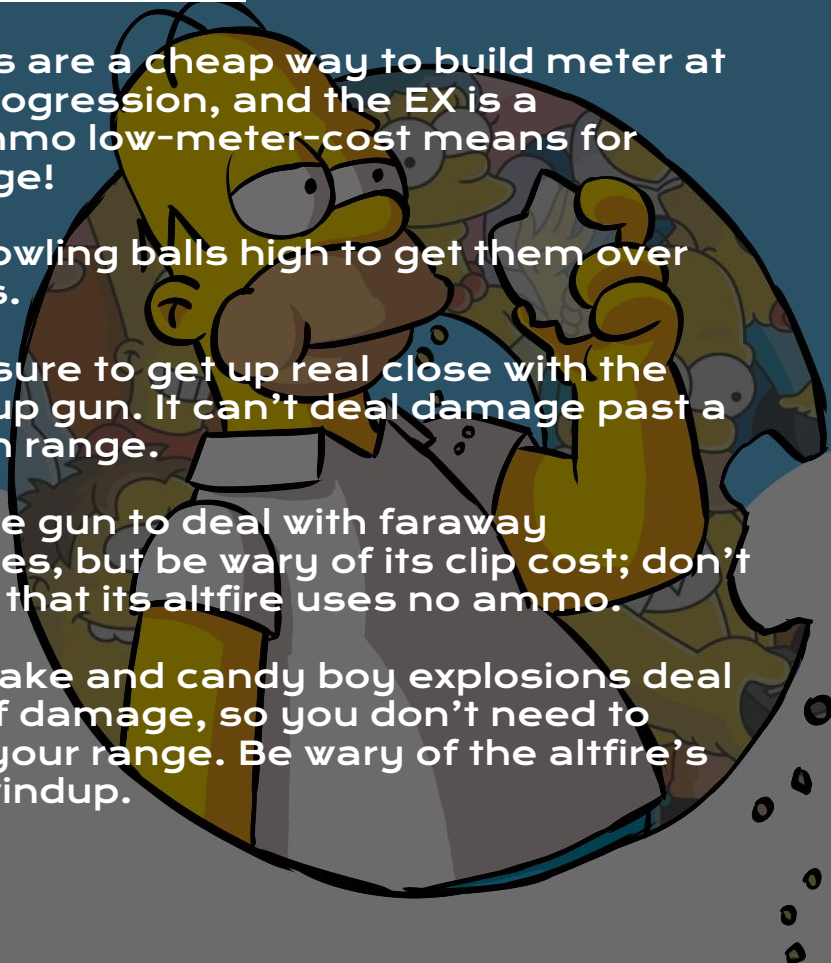
Milkshake and candy boy explosions deal no self damage, so you don't need to mind your range. Be wary of the altfire's slow windup.

The Butterfinger whip is slow, so it can be handy to begin firing it from around a corner to reduce your vulnerability. Use it against crowds to get the most value.

Beer healing is handy, but make sure to get your priorities in check. If you're surrounded by enemies, it may be better to spend that EX meter on an attack instead...

The TV can work as a nice secondary attacker for you. Just place it down and keep doing what you're doing.

In general: don't be afraid to use your meter! You'll get it back in no time!







THE  
ANGRY  
Video  
Game  
Nerd

F#? \$!!!

## HISTORY:

After finding out Satan from the SMB3 cartridge wasn't dead at all and he just hid his ass in a cozy HELL, AVGN felt the need to challenge him again.

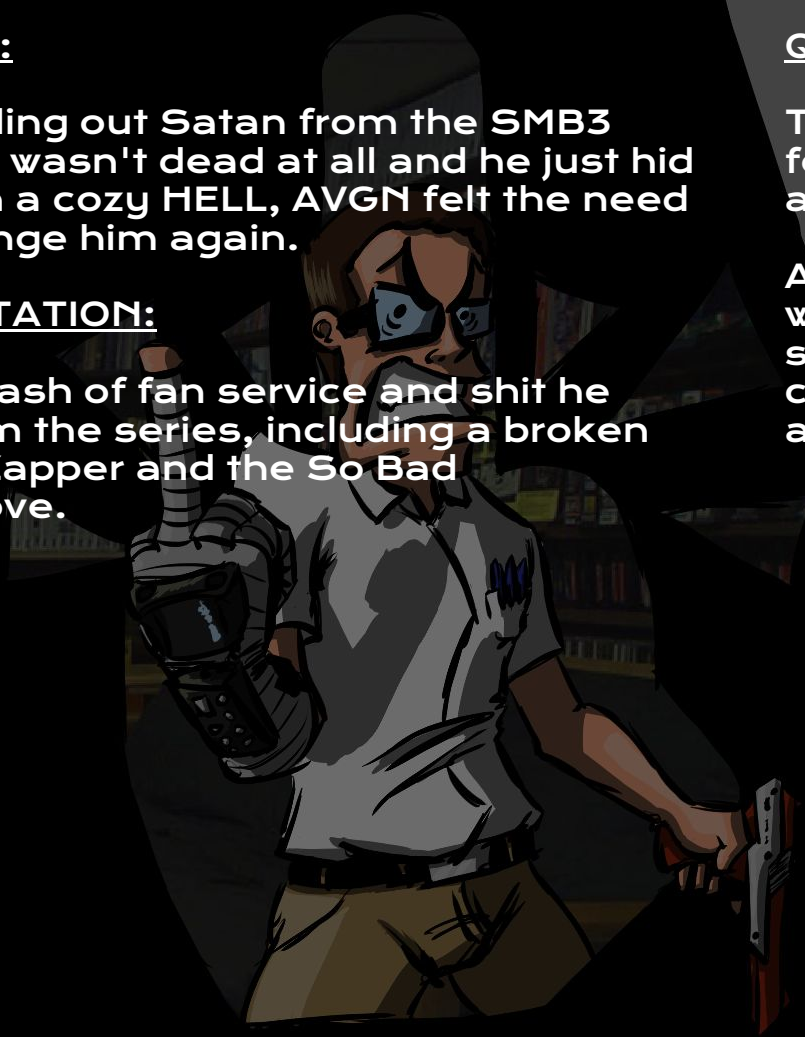
## PRESENTATION:

A mishmash of fan service and shit he uses from the series, including a broken fucking Zapper and the So Bad Powerglove.

## QUIRKS:

To the surprise of no one, his accessories for murder are faulty, designed to be as awful to use as you would NEVER want.

A kick available on all equippable weapons which will grant you health or short invulnerability depending on your condition if you score a successful hit on a demon or two.



**REAL MEN**

**DON'T NEED  
INSTRUCTIONS**

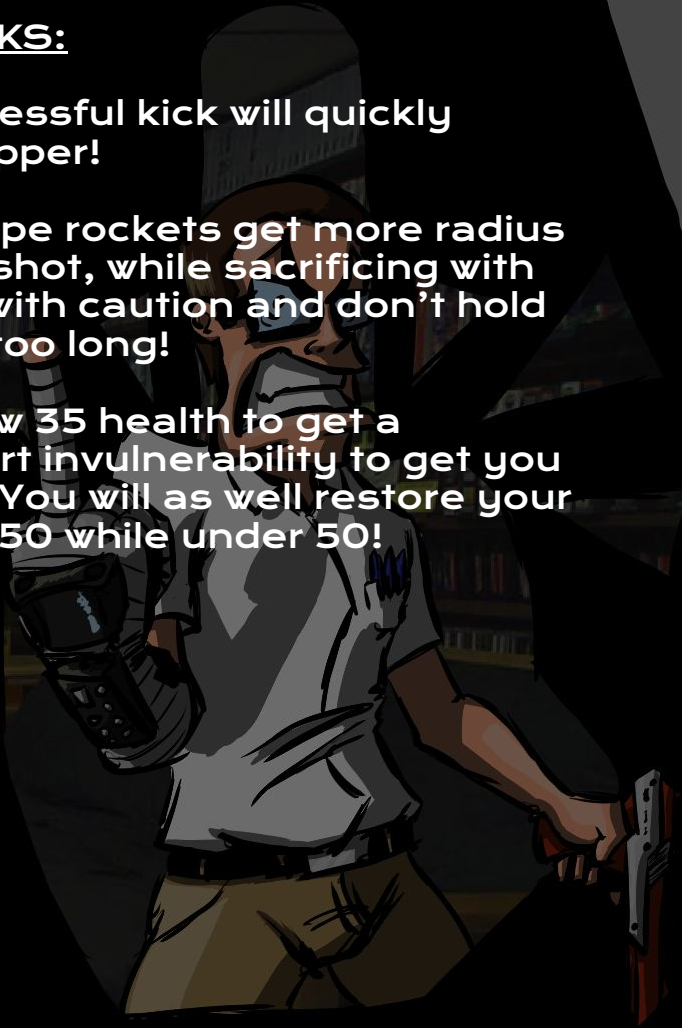


## TIPS AND TRICKS:

Scoring a successful kick will quickly unjam your Zapper!

The Super Scope rockets get more radius damage each shot, while sacrificing with distance, use with caution and don't hold the trigger for too long!

Kick while below 35 health to get a temporary short invulnerability to get you out of a pinch! You will as well restore your health back to 50 while under 50!





“Au fond du fun!”

## HISTORY:

Having to play constantly bad old video games is already Hell in itself, but now he has to literally go through Hell. At least he doesn't have to play awful Bible games to have a chance to get out of here this time around.

## PRESENTATION:

Joueur du Grenier, or JDG, (Attic Gamer) is a character that gets a really peculiar set of weapons he has to deal with.

Each of his weapons have a stupid side effect rendering their usage not-so-optimal.

## QUIRKS:

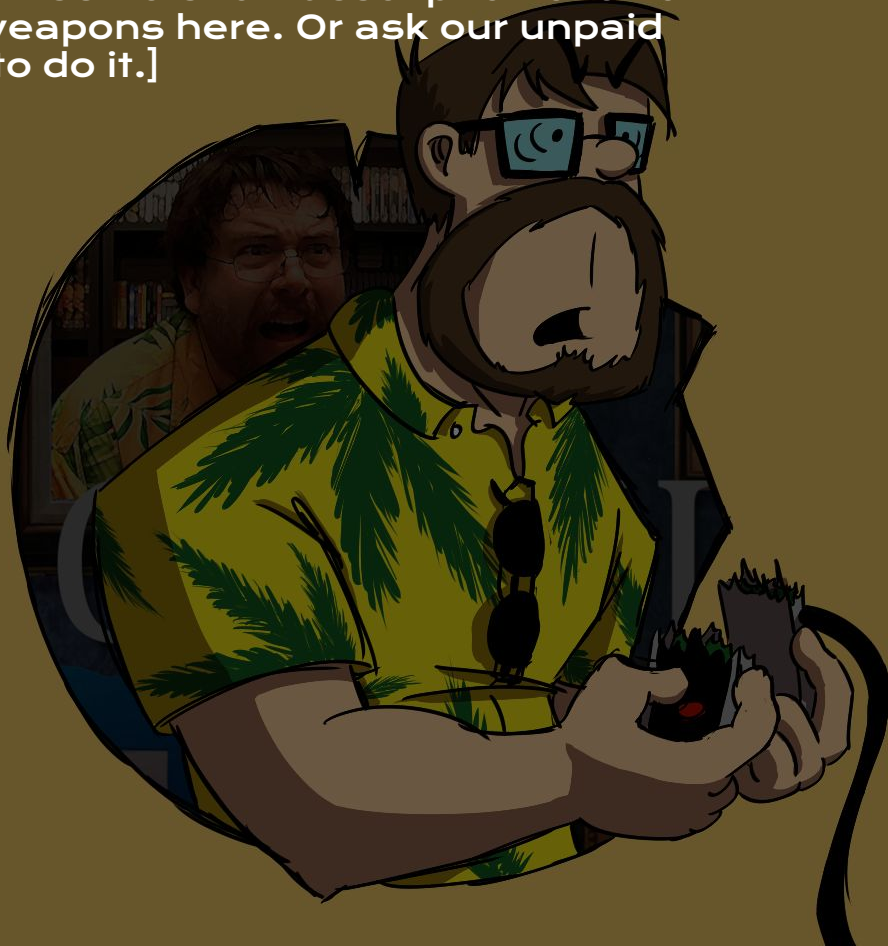
Powerful but quirky weapons.





## ARSENAL:

[David, insert a short description of all of JDG's weapons here. Or ask our unpaid intern to do it.]

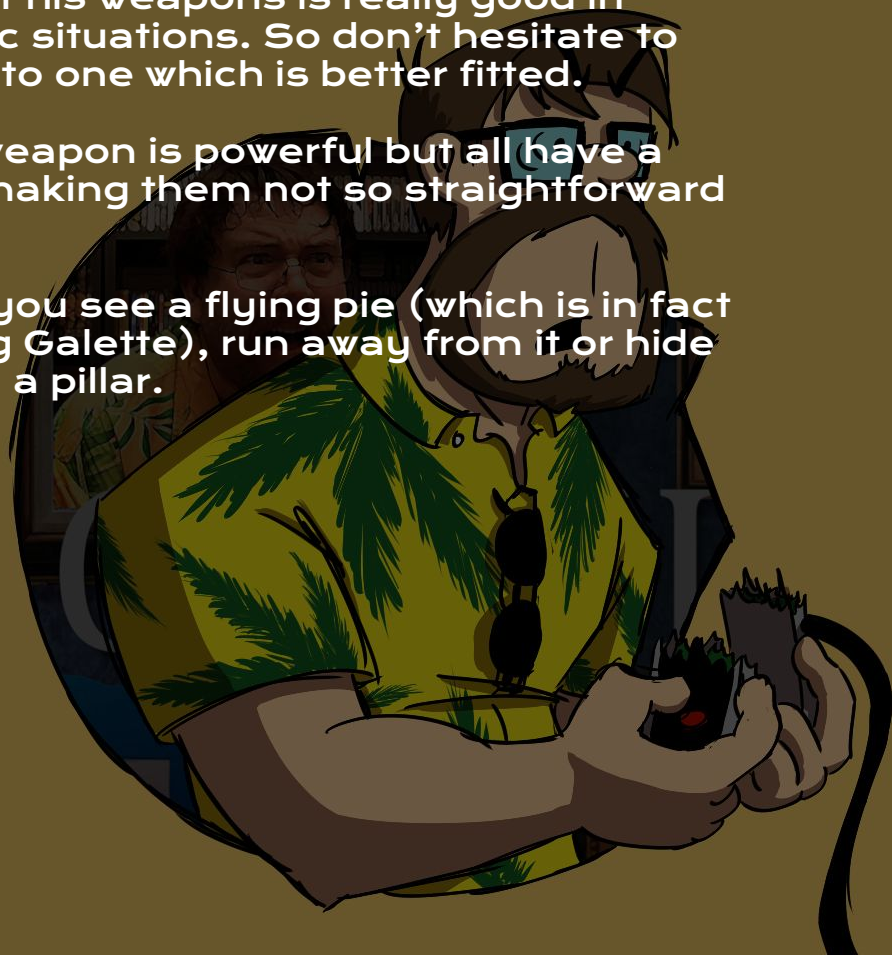


## TIPS AND TRICKS:

Each of his weapons is really good in specific situations. So don't hesitate to switch to one which is better fitted.

Each weapon is powerful but all have a quirk making them not so straightforward to use.

And if you see a flying pie (which is in fact a flying Galette), run away from it or hide behind a pillar.





# PICO

“Society  
sucks but  
you don’t  
have to kill  
people to  
stand out.”



## HISTORY:

After dying of old age, pico went to hell only to be a slave to the alien Cassandra who became a demon high royalty which in turn cursed pico with eternal youth of being back in his 20's to use him as cock sock, but Cassandra didn't predict the fact that pico wrote in his will to put his rifle along with him in his grave, which in turn he used it as soon as he got cursed to turn Cassandra's dick into a salt water, and escaped in hell meeting the Byoc Crew.

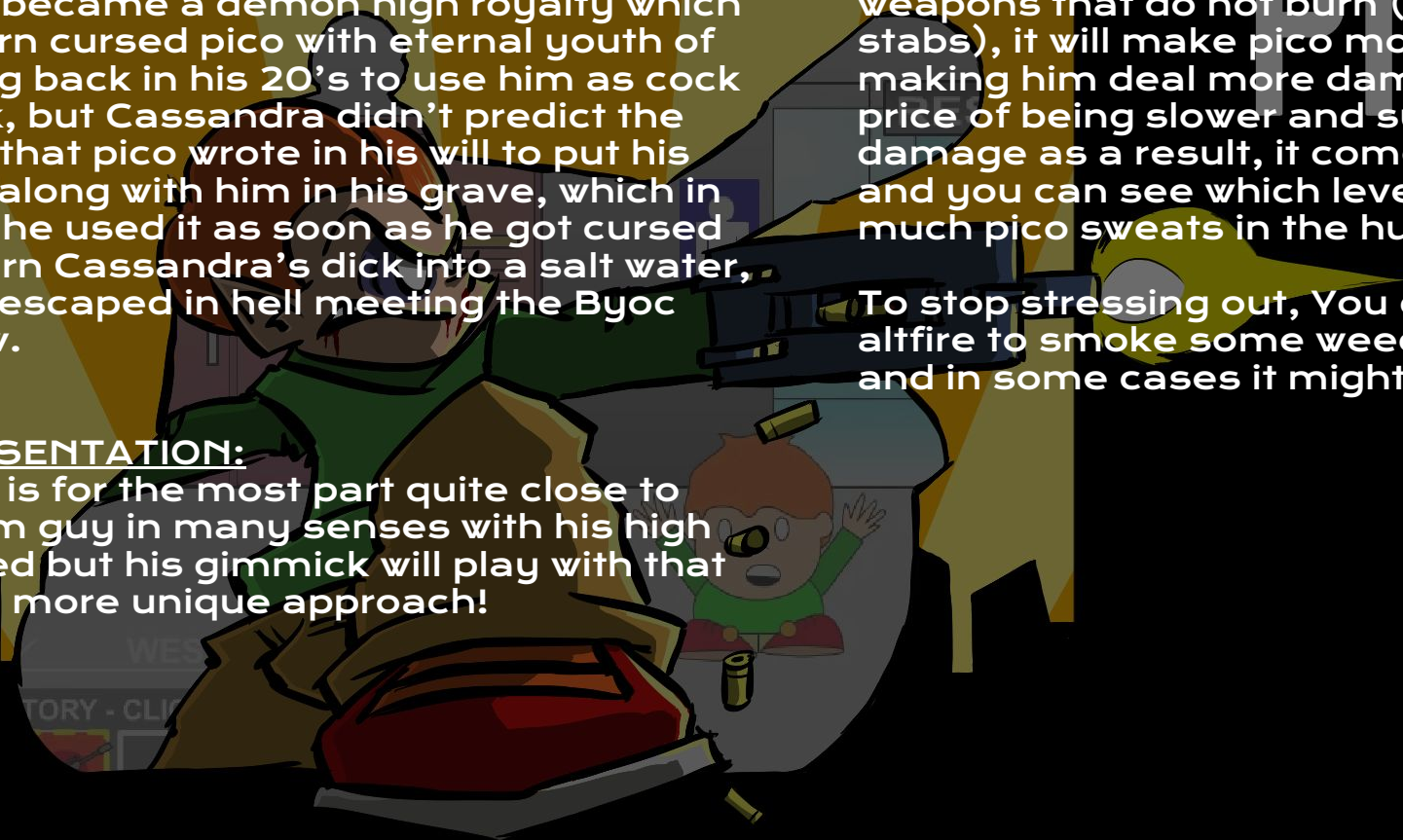
## PRESENTATION:

Pico is for the most part quite close to doom guy in many senses with his high speed but his gimmick will play with that for a more unique approach!

## QUIRKS:

Pico despite everything, he is still human, Everytime he attacks anybody with weapons that do not burn (or pencil stabs), it will make pico more nervous, making him deal more damage at the price of being slower and suffer more damage as a result, it comes in 3 stages, and you can see which level it is by how much pico sweats in the hud!

To stop stressing out, You can press altfire to smoke some weed and chill out and in some cases it might just heal you!



## ARSENAL:

### Starting weapons:

**Pencil:** A pencil is mightier than a sword and Pico knows it well, using this weapon will not give you stress.

**Rifle:** The Same rifle you got from the janitor closet! In a 100 years it might be outdated but still works well! Pico needs to reload it after 20 shoots!

### Pickups:

**Gas Canister (Chainsaw):** Darnell favorite pastime was to see the world burn but he knew it was best to share his ways to others, Pico just throws the fucking thing, good for long distance burning, cost more than the aerosol can however.

**Bear Shotgun (Shotgun):** The same one from that bloody bear, despite that however it acts quite normal shotgun, It will however raise the most stress by shot, so use that wisely.

**Aerosol Can and Lighter (Super Shotgun):** Darnells tool of the trade allows Pico To melt his enemies to bits, They will also not cause Pico to stress when attacking.

**2 Uzis (Chaingun):** Pico's go to gun for a more casual day, it is a faster and sometimes stronger variant of the rifle with the only problem is that the it chews through ammo fast, unless you are really stressed.

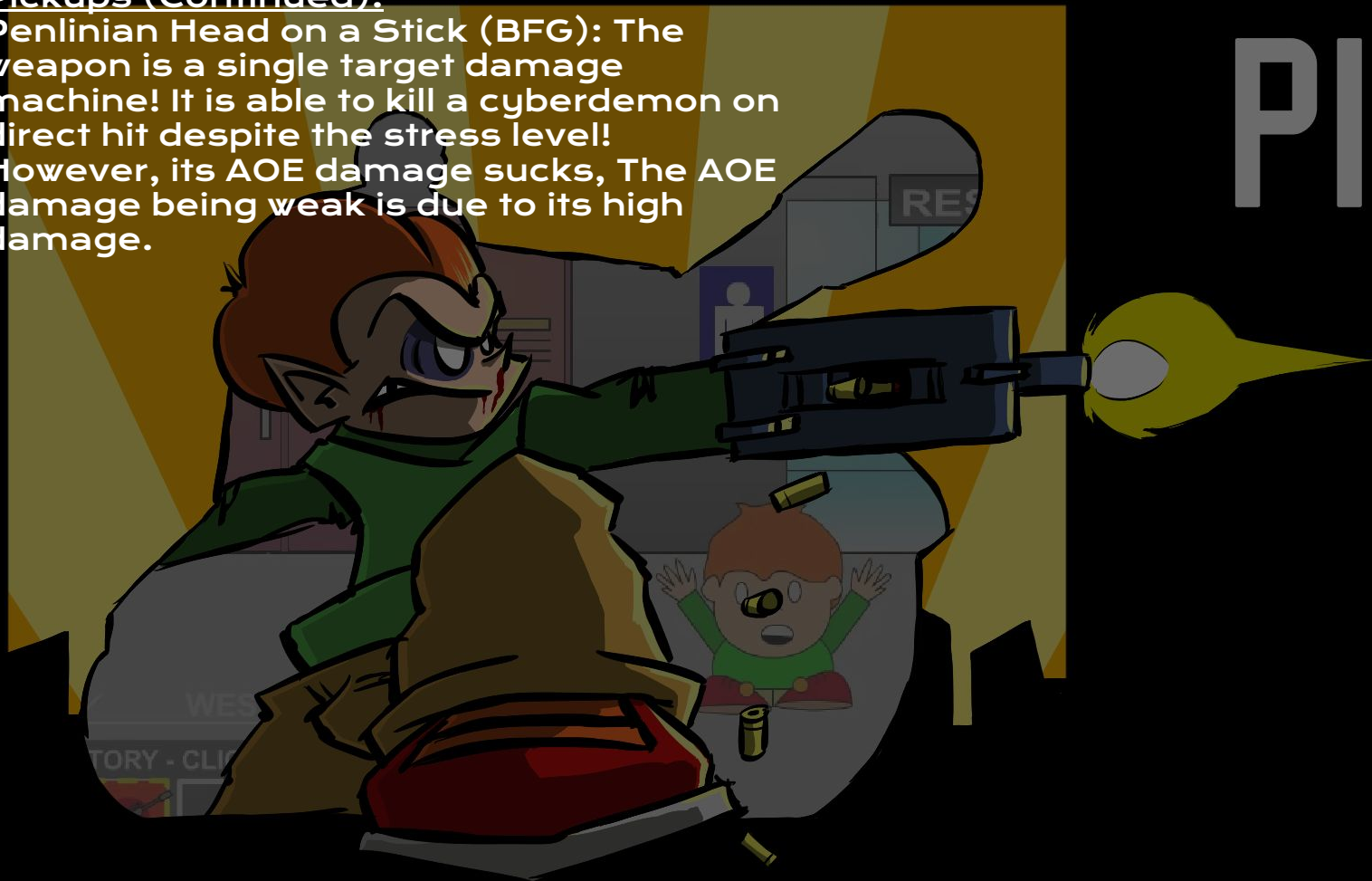
**Disk Jupiter (Rocket Launcher):** Pico's dream weapon and rocket launcher, doesn't do as much damage as a proper rocket launcher but can shoot faster!

**Knives (Plasma Rifle):** Prior to Pico's death, Nene tried to capitalize her whole suicide into many books becomming ludicrously rich, Her last book "How to Knife" was published before she heard pico died of old age and she committed suicide again by falling down a building. These knives are alot faster than a normal plasma rifle, so watch out for ammo consupion

### Pickups (Continued):

Penlinian Head on a Stick (BFG): The weapon is a single target damage machine! It is able to kill a cyberdemon on direct hit despite the stress level! However, its AOE damage sucks, The AOE damage being weak is due to its high damage.

# PICO



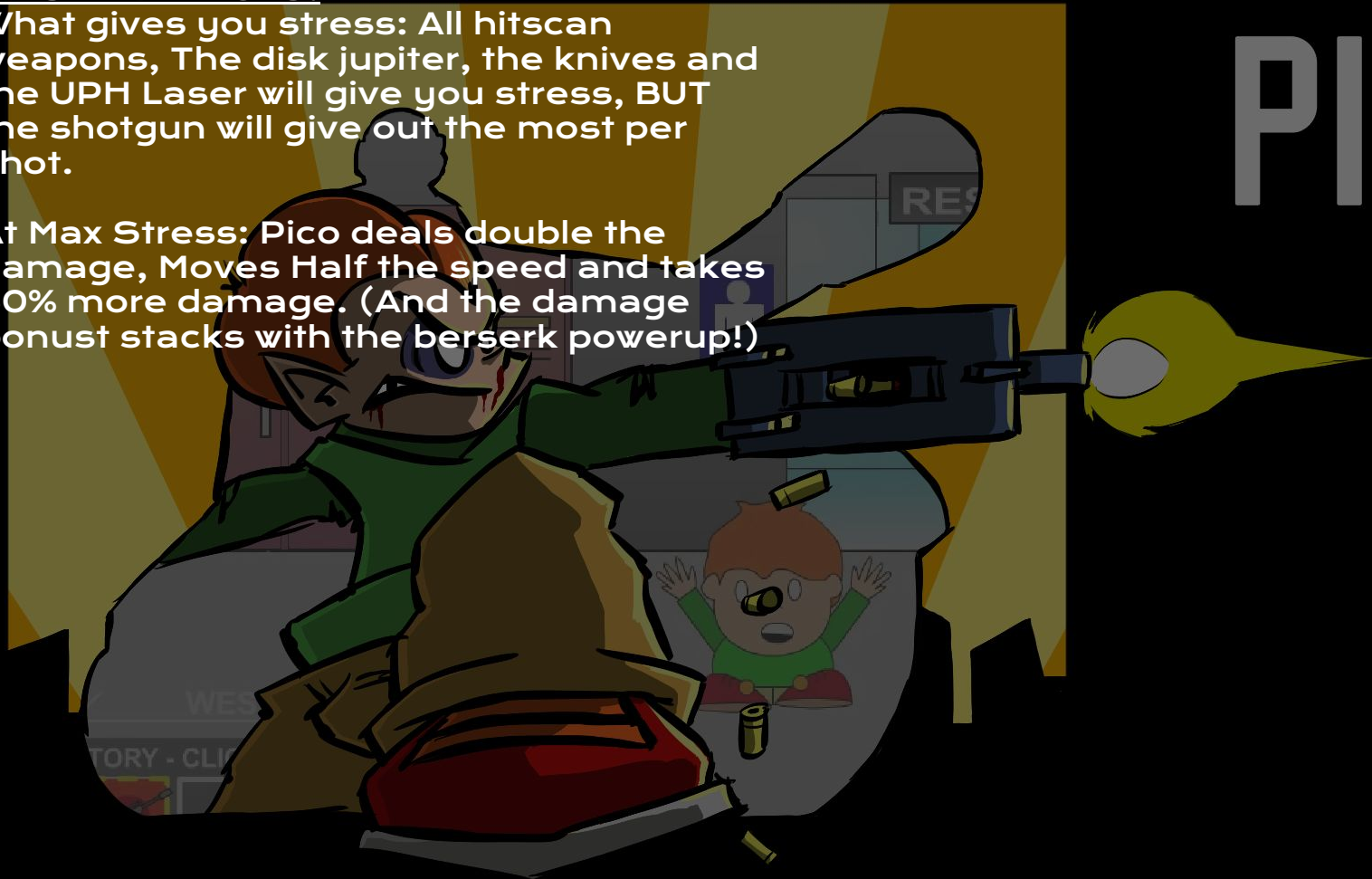


## TIPS AND TRICKS:

**What gives you stress:** All hitscan weapons, The disk jupiter, the knives and the UPH Laser will give you stress, BUT the shotgun will give out the most per shot.

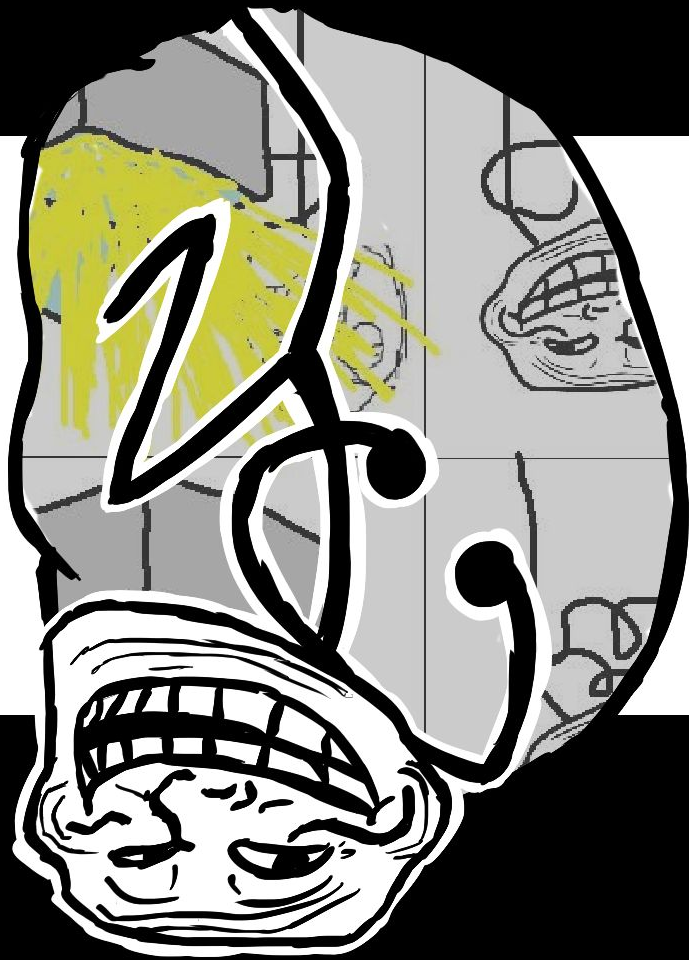
**At Max Stress:** Pico deals double the damage, Moves Half the speed and takes 50% more damage. (And the damage bonust stacks with the berserk powerup!)

# PICO



# TROLLFACE

problems?



HISTORY:  
Does this fucking meme even need an introduction? Like at this point I have no idea how the hell you're even reading this text. I hope flipping the image is painful enough.

Making his way through the internet, the Trollface is a combination of internet culture, memes and everything else dating to even today, and all of this comes together to this class.

Which absolutely fucking sucks by the way.

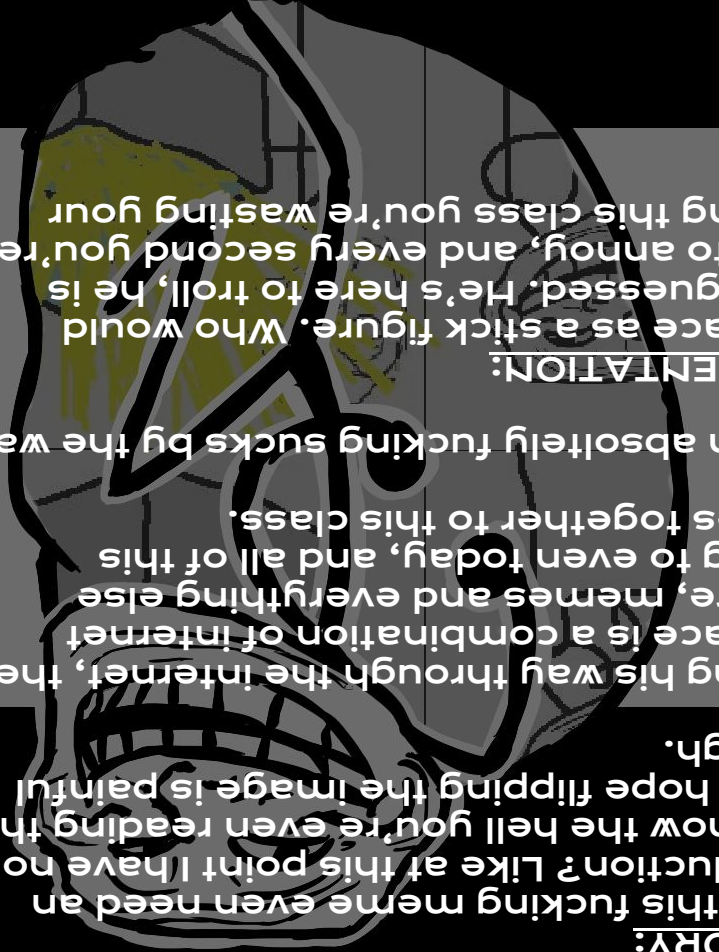
PRESENTATION:

Trollface as a stick figure. Who would have guessed. He's here to troll, he is here to annoy, and every second you're playing this class you're wasting your time.

QUIRKS:

SPARTA RAGE - Press reload while your melee is out to initiate the true 2000s. For 21 seconds, your locked into melee and get a powerful AoE kick. This ability needs to recharge.

problem?





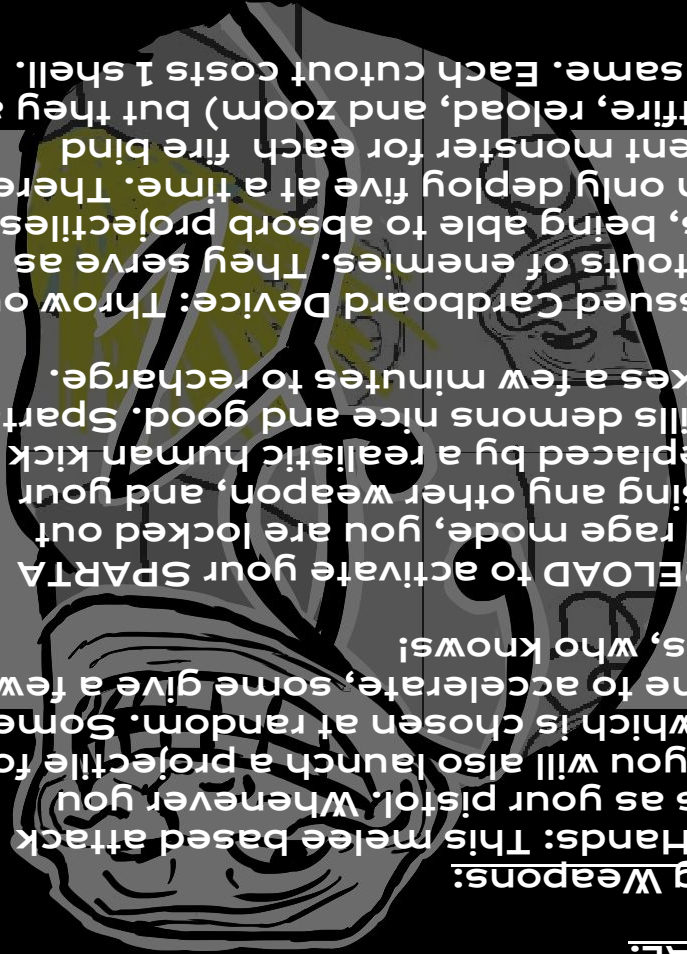
## ARSENAL:

### Starting Weapons:

**Wiggle Hands:** This melee based attack doubles as your pistol. Whenever you punch, you will also launch a projectile for 5 clips which is chosen at random. Some take time to accelerate, some give a few bonuses, who knows!

Press **RELOAD** to activate your **SPARTA** rage. In rage mode, you are locked out from using any other weapon, and your fist is replaced by a realistic human kick which kills demons nice and good. Sparta rage takes a few minutes to recharge.

**ACME Issued Cardboard Device:** Throw out fake cutouts of enemies. They serve as barriers, being able to absorb projectiles. You can only deploy five at a time. There's a different monster for each fire bind (fire, altfire, reload, and zoom) but they all are the same. Each cutout costs 1 shell.



Pickups:  
**Flashlight (Chainsaw):** Achieve lightspeed by holding down the fire button. The ammo recharges automatically!

**Carrots(Shotgun):** Lob carrots at people's eyes to improve their vision! You can improve your vision (and health) by pressing altfire! You can also bunnyhop by pressing reload.

**Oil (Super Shotgun):** Cover demons (or yourself with altfire) in bottles of olive oil. You won't fly in rain, but you will fly over all the hazardous floors.

**The Trolololigrator (Chaingun):** Piss off demons by hitting them with the trololololol.

**Cat on a fucking toast (Rocket Launcher):** Throw cats that tear through demons and explode on surfaces. Press altfire to break the laws of physics. You can only do this one cat at a time

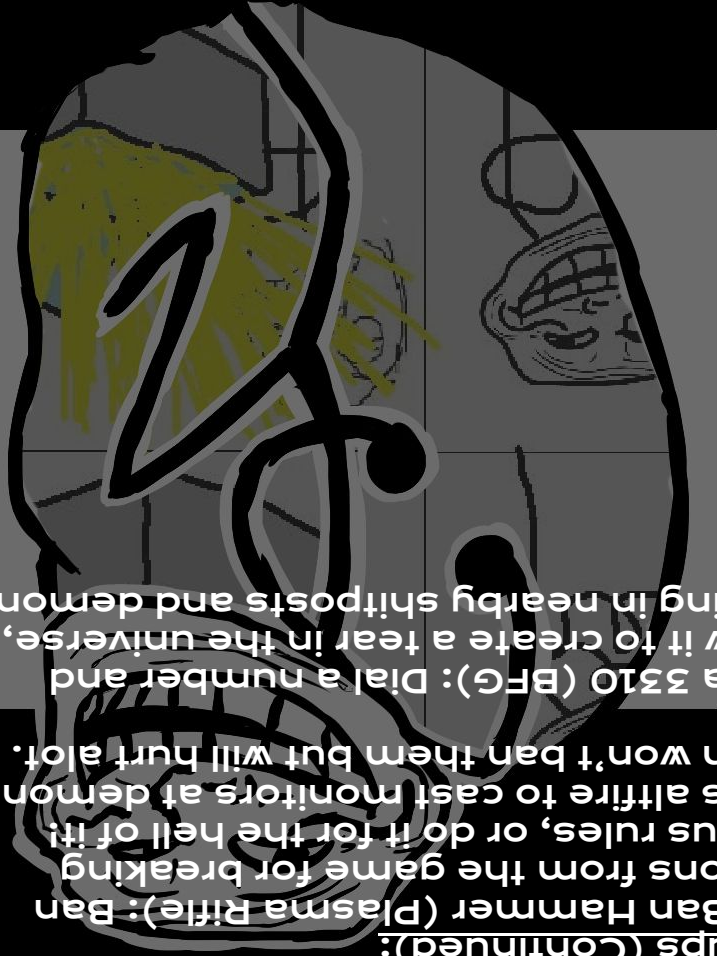
## TIPS AND TRICKS:

Eat all the radscuits, especially if there is a super shotgun in the map. Your shit eating grin will say it all to players.

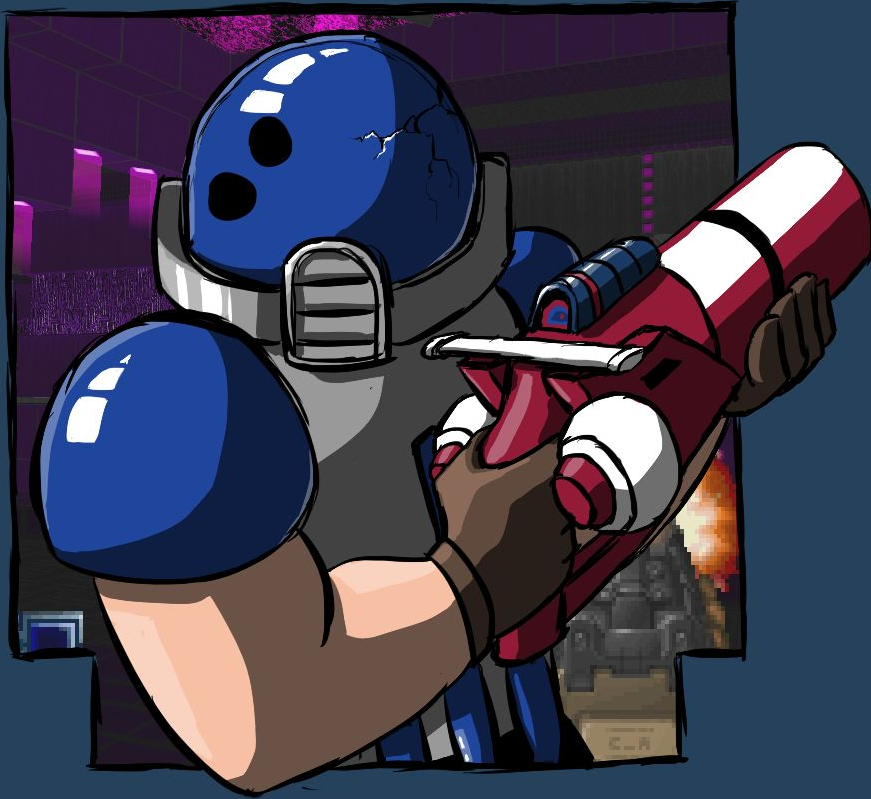
You are still vulnerable to damage while starting up spartan rage, so be sure to take cover when you are about to start up. Be sure to press walls alot even if they don't do anything.

Flex your moderation perms over other server members, as your ban messages show up for everyone!

Pickups (Continued):  
The Ban Hammer (Plasma Rifle): Ban demons from the game for breaking various rules, or do it for the hell of it! Press altfire to cast monitors at demons, which won't ban them but will hurt alot.  
Nokia 3310 (BFG): Dial a number and throw it to create a tear in the universe, sucking in nearby shitposts and demons.



# ARTIFICER



Actions speak  
louder than words.



## HISTORY:

The Artificer, known as Arti to friends, is a mercenary from parts unknown. His work sends him to not only other planets, but often other realities, his current sortie has landed him with a strange squad. But that's no problem! There's work to be done, and demons to be slain.

## PRESENTATION:

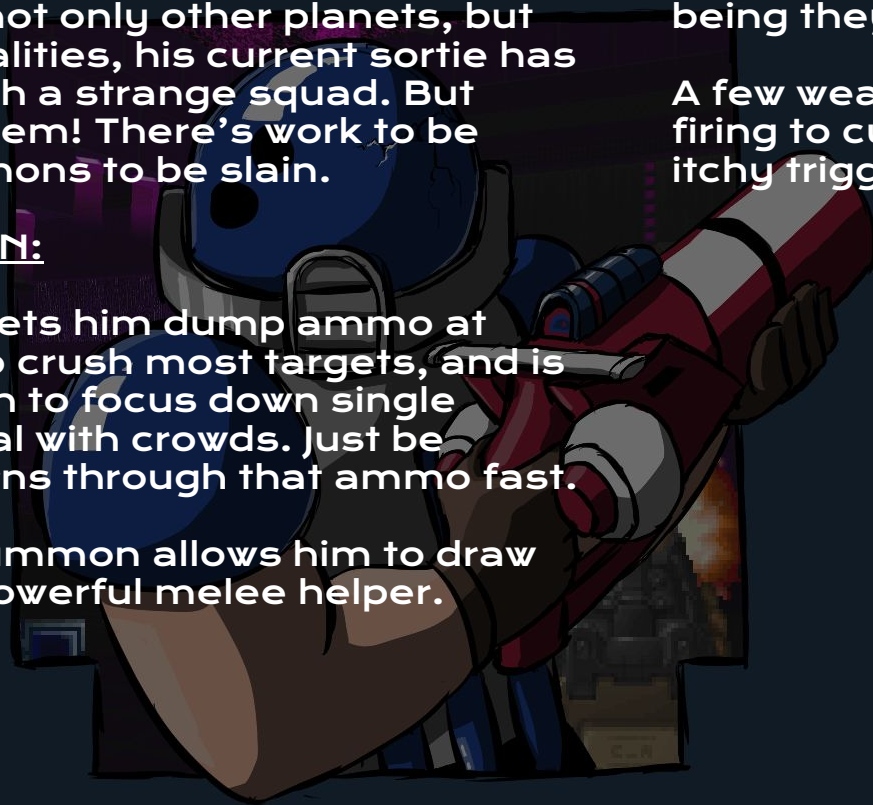
Arti's arsenal lets him dump ammo at high speeds to crush most targets, and is flexible enough to focus down single demons or deal with crowds. Just be mindful he burns through that ammo fast.

The Aspect Summon allows him to draw aggro with a powerful melee helper.

## QUIRKS:

All of Arti's weapons are capable of firing when they're out of ammo, the tradeoff being they'll be far weaker at empty.

A few weapons build a heat gauge when firing to curb excessive spam. Mind your itchy trigger finger.



## ARSENAL:



Aspect Summon: Toss out a miniature sword-wielding Arti that'll fight for you! Build energy for summons by damaging enemies with other weapons!



#2 Super Machine Gun: Arti's starting weapon, fires in bursts of 4 shots. The gun also generates grenades when you damage enemies with ANY weapon.  
(Uses bullets, 1 per shot)



#3 Rizer Spread Gun: Fire a horizontal fan of pellets with primary, the spread gets tighter the faster you shoot, though you fire less pellets too. Altfire fires a huge spread of pellets with a slower reload  
(Uses shells, 1 per primary shot, 2 per secondary)



#4 Solar Pistols: Arti's only hitscan weapon. Primary is strong and punches through killed enemies. Altfire is very fast. Both can be fired together.  
Firing only one gun will power up the other, watch the gauges on the back!  
(Uses bullets, 2 per primary shot, 1 per secondary)



#5 Sophia Blaster: Heavy hitting energy cannon, can be fired faster if you tap the fire button. Altfire unleashes a salvo of homing missiles. Overheats if fired too fast, cool off by shooting enemies!  
(Uses rockets, 1 per primary shot, 3 per secondary)

# ARTIFICEER



#6 Hunter's Knives and Holy Water: Fast flying and hard hitting blessed daggers cut demons to ribbons. Use altfire to toss a bottle of holy water that covers the ground in sacred fire, burning demons.  
(Uses cells, 1 per primary shot, 20, per secondary)



#7 Wrecking Crew Hammer: A holdover from another job, this hefty mallet causes violent tremors when swung to smash the ground, if you can see it, they're gonna feel it. Altfire turns you into a spinning tornado of hammer power.  
(Uses cells, 40 per attack)

## TIPS AND TRICKS:

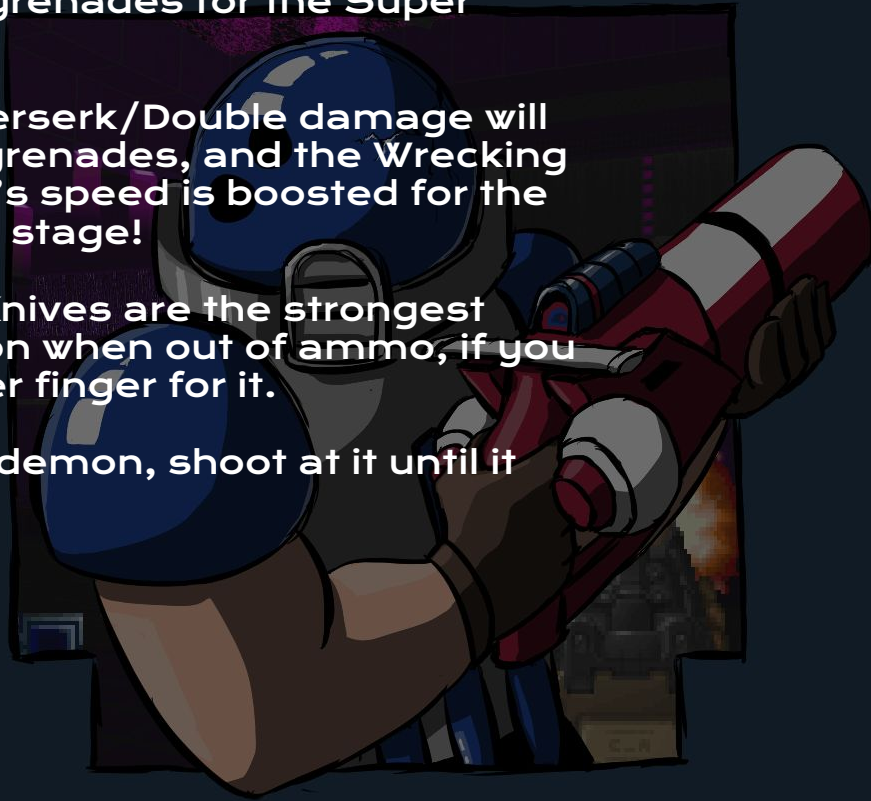
# ARTIFICER

Dealing damage with any weapon will build energy for the Aspect Summon, as well as the grenades for the Super Machine Gun.

Picking up a Berserk/Double damage will amplify your grenades, and the Wrecking Crew Hammer's speed is boosted for the duration of the stage!

The Hunter's Knives are the strongest fallback weapon when out of ammo, if you have the trigger finger for it.

To defeat any demon, shoot at it until it dies.





# TELOS



Space Hunter

## HISTORY:

This fierce bounty hunter has been drawn into a wormhole and found himself alongside his friend and rival: The Artificer.

## PRESENTATION:

The weapons Telos wields fire slower compared to Arti's arsenal, but they're all hard hitting and efficient.

## QUIRKS:

Like Arti, all of Telos' weapons function without ammo. They'll just deal less damage.

# TELOS



## ARSENAL:



#1 Sven: Telos' P.E.T. (Personal Energy Turret) builds energy by damaging enemies. Freely fires on nearby targets, Sven doesn't draw aggro, and can be stunned by enemy attacks.



#2 HALKEN Laser: Telos' starting weapon. Fires lasers that leave lingering sparks that further stagger and damage targets. Build energy for the star shot by dealing damage.  
(Uses bullets, 1 per shot)



#3 Lance Spread Gun: Fires a blast of hitscan pellets with primary, unleashes several rows of projectile pellets with altfire.  
(Uses shells, 1 per primary shot, 2 per secondary)



#4 Vic Viper: Rapid fire hitscan weapon. Shooting enemies builds a meter which can then be used for various power ups.  
(Uses bullets, 1 per shot)



#4 Metafighter: High powered energy cannon. Projectiles deal massive impact damage, but have no radius damage. Altfire launches a volley of three dumbfire rockets.  
(Uses rockets, 1 per primary shot, 3 per secondary)

# TELOS



#6 Fire Flower: Power up to rapidly shoot far reaching fireballs or sling huge clumps of gravity affected fireballs.  
(Uses cells, 1 per primary shot and 20 per secondary)



#7 Hunter's Rifle: High powered lightning rifle. Stun and damage crowds with primary or deal concentrated massive damage with secondary  
(Uses cells, 40 per shot)



# TELOS

## TIPS AND TRICKS:

All damage dealt will charge the HALKEN's star shot and Sven's power meter.

The Option that the Vic Viper can deploy will work with all weapons! Experiment to find combos that suit the situation at hand.

Overcharging the Vic Viper will reset it back to tier 1, use it or lose it!

Sven does not draw aggro when shooting monsters, but he can be stunned from enemy attacks, keep him out of the line of fire!

The Space Hunter's rifle has a passive charge function while it's in the ammo-less mode. Use this for a powerful hitscan attack.

The HALKEN's ammo-less shots are extra effective at building up meter for the star shot.

Berserk/Double Damage will power up the HALKEN Laser's star shot for the duration of the stage.





JOHNNY  
KILLER  
45

*The Relentless One*

## HISTORY:

Leader of the recently formed Hundred Killers, Killer45's mission is to close the portal to Hell leading to his world, even if it means he has to kill each and every last demon in his path. He is joined by his comrade-in-arms Hattori, aka Killer46, in this task.

## PRESENTATION:

While Killer45's arsenal is on the smaller side, his weapons more than make up for it with their strength, dispersing high amounts of damage over large areas. Ideal for dealing with legions of low to mid tier enemies at close to medium distances.

## QUIRKS:

**RAGE Meter** – Dealing damage to enemies with your weapons fills you up with rage and fuels your unwavering resolve. Once your meter is full, you'll automatically receive a health regeneration bonus. This effect lasts for a short time, or until you spend your remaining meter manually, via the Reload key.

You can receive up to two different benefits once your RAGE ends, depending on your situation:

- **Damage Bonus** – spending your meter when your health is at or above 100;
- **Health Bonus** – spending your meter when your health below 100.


**Healthkit-itis** – All Health Kits and Bonuses collected are converted to Armor instead.

HUNDRED  
KILLERS  
45

45




## ARSENAL:




#1 – **The Nensho** – Killer46's flaming katana, 45 borrowed it from his pal to help fight the demons. Deals high damage and has long reach. Alt-fire shoots a fireball projectile from the blade for no ammo cost. Picking up a Chainsaw increases damage.



#2 – **100K Pistol** – The Hundred Killers' standard-issue handgun. Fires in bursts of 3 and has to reload after 12 shots. Press alt-fire to reload manually.




#3 – **The Second Cock** – This shotgun model was modified to fire more shells at a time, making it stronger but harder to control. Collect the Super Shotgun to use the alt-fire, a Mega Blast Shot that deals heavy damage but sends you flying away backwards.



#4 – **AK-47** – The old reliable. Fires in full-auto, alt-fire shoots a grenade that explodes in a small radius. Grenades can be obtained from the same ammo boxes as bullets.



#5 – **Thrown Rockets** – Killer45 never found the Rocket Launcher, so he decided to throw the rockets with his hands instead.



#6 – **Cortex Blaster** – A strange ray gun that fires fast and strong projectiles. Collect the BFG to use the Blaster Annihilator alt-fire, a projectile that deals high damage over a very large area.

## TIPS AND TRICKS:

Killer45's main strength lies in clearing hordes of weaker enemies so his allies have more room to maneuver. When engaging in a fight, it is recommended you target monsters that tend to come in higher numbers such as Imps, Pinkies, Lost Souls, or Revenants first to dispatch them quickly.

Another key element of his gameplay is his RAGE meter. Managing it properly and choosing which benefit to receive at the right time can make the most difficult fights much easier, or even save you when in a dire situation. Choose between the Quad Damage or Health bonuses wisely, and remember you cannot heal yourself through conventional means!

A stylized illustration of the character Killer45. He is depicted from the waist up, wearing a dark, flowing cape and a black mask with a single white eye. He has a confident, slightly mischievous expression. He is holding a large, silver, double-edged sword that glows with a bright orange and yellow flame at its base. The background is a dark red gradient. To the right of the character, the text "KILLER 45" is written in a large, bold, black font. Above this, the word "JOHNNY" is written in a smaller, red, stylized font. The overall aesthetic is reminiscent of a comic book or video game promotional art.

JOHNNY  
KILLER  
45



KILLER  
46

*The Phoenix*

46



## HISTORY:

The unofficial second-in-command for 45's group, Kaensuke Hattori, better known as Killer46, has also joined the fight against Hell's armies. Honor-bound to repay his debt to 45, who once saved his life at a critical time, Killer46 is more than prepared to take on any demon that would stand in his way.

## PRESENTATION:

Making use of both Ninjutsu techniques and modern-day weaponry, Killer46 specializes in dealing high bursts of damage to single targets, being proficient at taking down higher tier demons. His arsenal is most effective at close and long distances.

## QUIRKS:

The **Super Nensho** – Dealing damage to enemies with your weapons fills your Special meter. Press Reload when it is full to unleash the Super Nensho. While active, you are locked to the weapon, and every melee attack you land will heal you and regenerate some of your Special meter back. Press alt-fire to shoot a powerful projectile at the cost of your remaining Special meter.

Picking up a Chainsaw gives you a 25% damage resistance and adds an extra fireball projectile to each swing while the Super Nensho is active.

## ARSENAL:

#1 – **The Nensho** – Killer46's iconic weapon, returned to him at last. Deals high damage and has long reach. Alt-fire shoots a fireball projectile from the blade for no ammo cost. 46's mastery of this weapon enables him to use it more efficiently than 45, allowing for a higher damage output and increased firing speeds.

#2 – **Akimbo Silenced SMGs** – Killer46's custom-made sub-machine guns equipped with suppressors. Fires in full auto at a moderate speed with low damage and medium spread.

#3 – **100K Shotgun** – A standard weapon from the Hundred Killers' armory. A fast-firing and accurate shotgun, but with lower stopping power.

#4 – **Dragon Fire Shotgun** – This weapon belonged to one of the members from Killer46's former gang. An automatic shotgun that disperses a high number of pellets, with wide spread. It holds 4 shots at a time before needing to reload. Press alt-fire to reload manually.

#5 – **.50 Phoenix Handgun** – A handy sidearm. Fires a powerful bullet that is always 100% accurate at a slow firing speed. Uses special .50 ammo, which can be obtained from the same ammo boxes as bullets.

#6 – **Explosive Shuriken** – Taken from his ninja training, these shuriken have been rigged to cause an explosion on impact. Has a high firing rate and quick flying projectiles. Alt-fire throws two additional shurikens with spread.

#7 – **Raijin Cannon** – This prototype weapon was given to Killer46 for proper field testing. Primary fire is a small and very quick projectile that deals massive damage to a single target, but note that this projectile detonates only if it hits an enemy. Collect the BFG to use the Summon Lightning alt-fire - a projectile that deals high damage over a very large area and can detonate on hit on any surface.

## TIPS AND TRICKS:

Shred your enemies up close with your Nensho or Dragon Fire Shotgun, or snipe them from afar with your .50 Handgun or Raijin Cannon. Killer46's strength is in decimating high tier demons such as Barons of Hell and Arch-viles to give room for his allies to be able to focus on the higher amounts of weaker enemies.

Manage your Super Nensho wisely. Its healing properties and damage resistance can save your life in a tough situation.

# KILLER 46

# 46





Gammu

“Keep up the  
rhythm!”

## HISTORY:

A 38 years old witch stuck in a 12 years old body after brewing for her final exam a potion of youth that turned out to be far too effective. She now tries to recreate that potion to enable herself to be forever 21, still without success.

Her latest try ended up opening a portal to Hell. She went through it in order to correct her mistake and gather new ingredients for her potion.

## PRESENTATION:

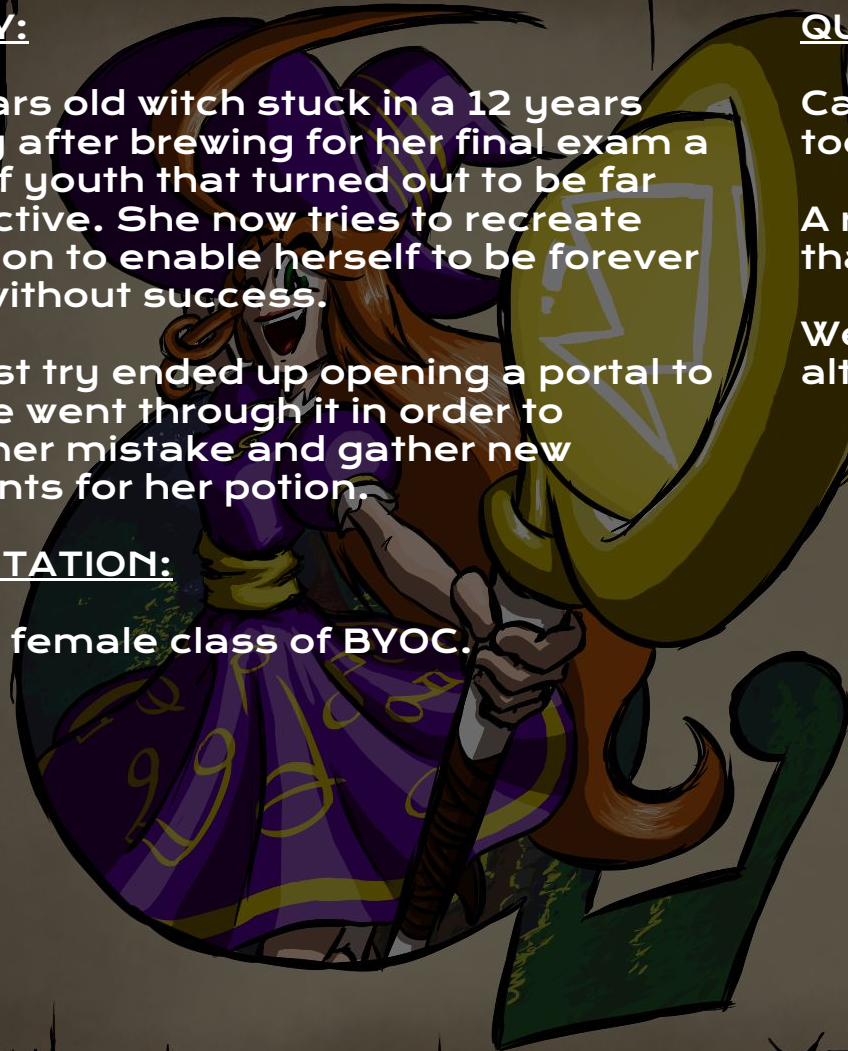
The first female class of BYOC.

## QUIRKS:

Can summon some help with the right tools.

A really powerful equivalent to the BFG that does take a long time to recharge.

Weapons that can be charged up for alternate effects (Hold).



*Sammi*



## ARSENAL:

### Starting weapons:

**Kick:** Not a weapon per say, but pressing “Reload” will kick an enemy away from you.

**Ice Orb:** A weak weapon that can freeze enemies.

**Tap:** Fires a single projectile.

**Hold:** Fires a projectile that explodes into eight smaller ones.

**Summon:** A snowman that fires at enemies.

### Pickups:

**Potions (Chainsaw):** Enables her to drink potions by pressing “Zoom”. These can have positive or sometimes negative effects.

**Fire Orb (Shotgun):** A shotgun-like weapon tapping into the fire element.

**Tap:** Fires five projectiles in an arc.

**Hold:** Fires a bigger explosive projectile.

**Summon:** Fires a skull that drops explosive fireball on its way. The skull bounces off surfaces.

**Unlock Summons (Super Shotgun):**

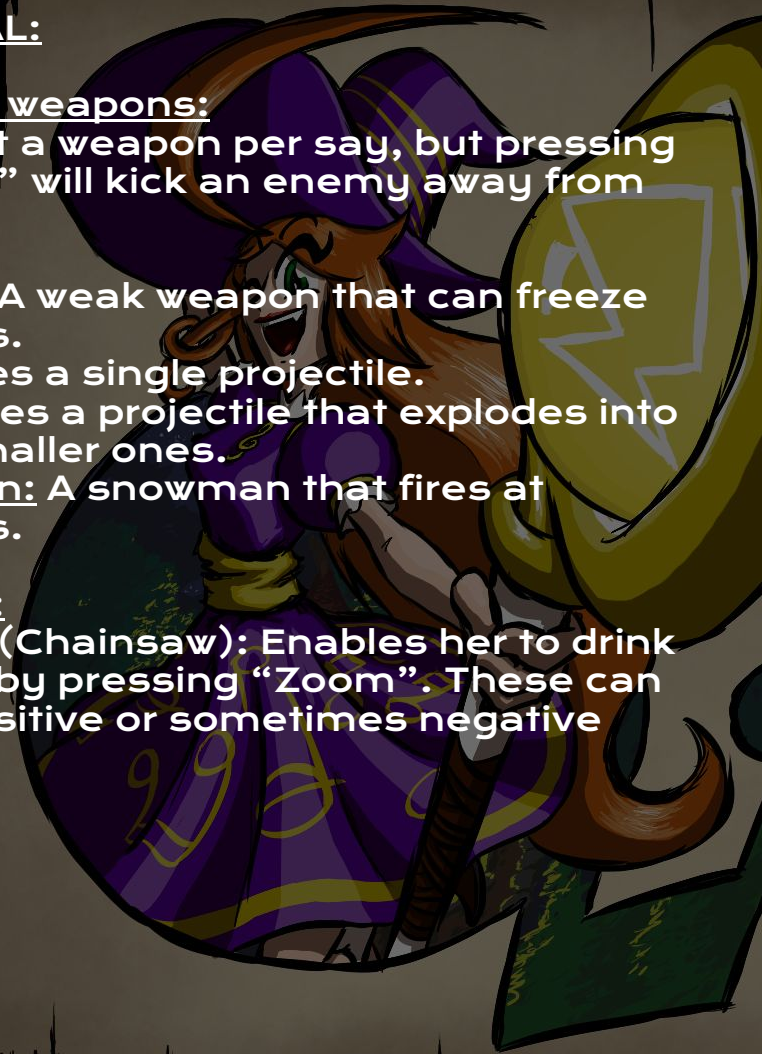
Enables Gammu to use summons by pressing “Altfire”. You also get the fire orb.

**Poison Orb:** A weapon capable of quick rate of fire.

**Tap:** Fires blob of poison that leaves a damaging zone.

**Hold:** Fires a stream of poison that last as long as you hold the button down.

**Summon:** A poison golem that goes forward and leaves poison puddles behind him.







Earth Orb (Rocket Launcher): A slow but powerful weapon.

Tap: Fires a slow rock that deal lots of damage on contact.

Hold: Damages all enemies surrounding you.

Summon: An armor that reduces the damage you take for a moment.

Zap Orb (Plasma Rifle): A hitscan weapon that can be useful in certain situations.

Tap: Fires a lightning bolt.

Hold: A stronger lightning bolt that pierces enemies.

Summon: A thundercloud that chases down and zaps enemies.

Doom Orb (BFG): A powerful but unstable weapon. Launches an orb that provokes a powerful explosion that can kill everything in its vicinity. After this weapon is used, it needs to recharge for a few minutes. You also get the shock orb.

## TIPS AND TRICKS:

Watch your mana. You don't want to run out of it at the worst time possible.

The Doom Orb can oneshot a cyberdemon at the center of its explosion..

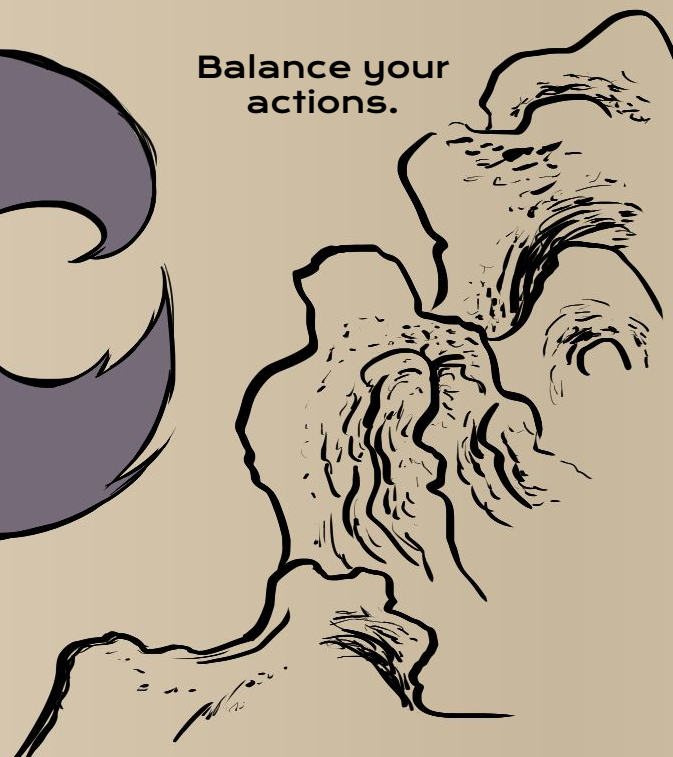
The Doom Orb, Potions and Summons are on a cooldown, so use these wisely.

Don't forget your potions, it has 90% chance to help you. The other 10% are the possible bad effects.



# 九テイル KYŪTERU

Balance your  
actions.



## HISTORY:

Throughout history Kitsunes have many descriptions. Sometimes tricksters, other times loving wives; evil or benevolent; their reputation varies from story to story.

Kyuteru is no different. This benevolent Kitsune felt a disturbance that could break the balance between Yin and Yang if left alone. She joined the group in order to support them and fight the hordes of Hell.

## PRESENTATION:

Kyuteru is a mix between a classic class and a support. Nearly all of her weapons have an offensive and supportive function. She can also place down a torii gate and an exit point enabling players to use the gate to teleport to the placed exit.

## QUIRKS:

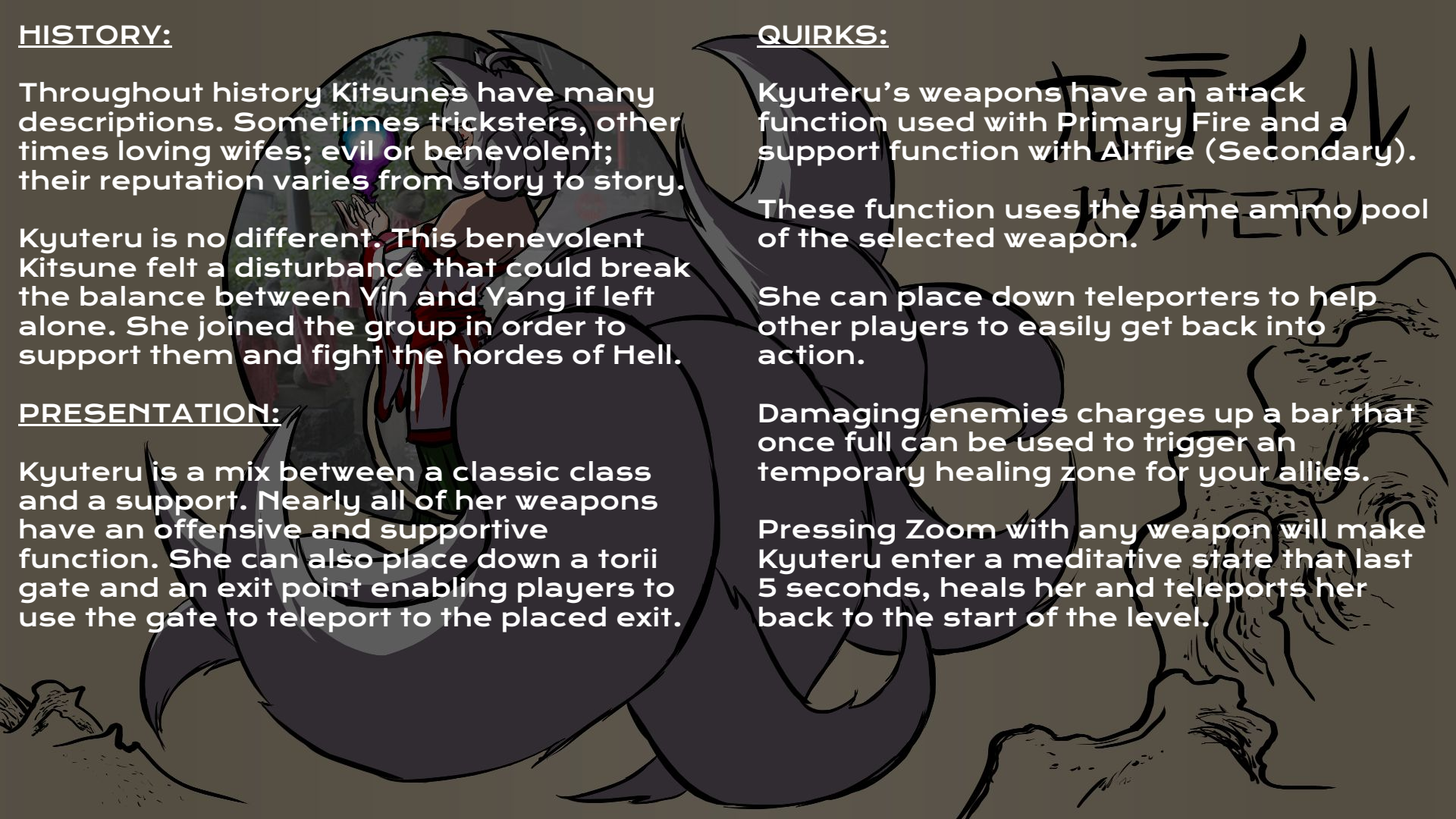
Kyuteru's weapons have an attack function used with Primary Fire and a support function with Altfire (Secondary).

These function uses the same ammo pool of the selected weapon.

She can place down teleporters to help other players to easily get back into action.

Damaging enemies charges up a bar that once full can be used to trigger an temporary healing zone for your allies.

Pressing Zoom with any weapon will make Kyuteru enter a meditative state that last 5 seconds, heals her and teleports her back to the start of the level.





## ARSENAL:

### Starting Weapons:

She starts with her claws, food and Toriis.

She does not gain many new weapons from pickups. She could also gain an upgrade for one of her weapons.

**Kamaitachi-like Claws:** Melee weapon that has a good reach.

Primary: Slashes her enemies.

Secondary: Pets her own tails to slowly heal herself.

Getting the chainsaw greatly improves its damage.

**Food:** Uses Maggots.

Primary: Throws a bowl of maggots and poison disguised as rice. Picking up the Chaingun, greatly improve its fire rate.

Secondary: Summon an healing item, giving 10 health on pickup.

Getting the chaingun will greatly improve its fire rate.

## Pickups:

**Sacred Seals (Shotgun):** Uses Paper

Primary: Fires 3 seals side by side.

Secondary: Summons a talisman that gives 5 armor when picked up.

**Tengu Gumbai (Super Shotgun):** Uses Paper.

Primary: Fires five tornados in an arc. They have a short range.

Secondary: Improve temporarily your movement speed.

**Cursed Stone (Rocket Launcher):** Uses Stone.

Primary: Fires a rock that explodes into five smaller parts.

Secondary: Turns herself into stone, making her immune to damage and reflecting all projectiles hitting her at the cost of movement speed. It can be held down in order to make it last longer.

**Vengeful Spirits (Plasma Rifle):** Uses Spirits.

Primary: Fires spirits that bounces off surfaces.

Secondary: Grants a temporary damage reduction to you and surrounding allies.

## Pickups (Continued):

### 7# Sacred Shrine

BFG equivalent. Uses Spirit.

Primary: Summons a shrine that heals allies and damages enemies that are in it Area of effect.

No Altfire.

### Misc weapons:

#### Torii Gates:

More of a support tool than a weapon.

Works like TF2 Engineer's Teleporters.

Primary: Summons the gate (entrance).

Can be replaced as much as you want.

Secondary: Summons the exit point. Can be replaced as much as you want.

Your torii will also be one of your and your allies best friend. Put the exit down somewhere important, Meditate back to the start of the level and put the entrance near the start and go back to where you came from. It will be really useful when having to deal with big maps or labyrinths.

## TIPS AND TRICKS:

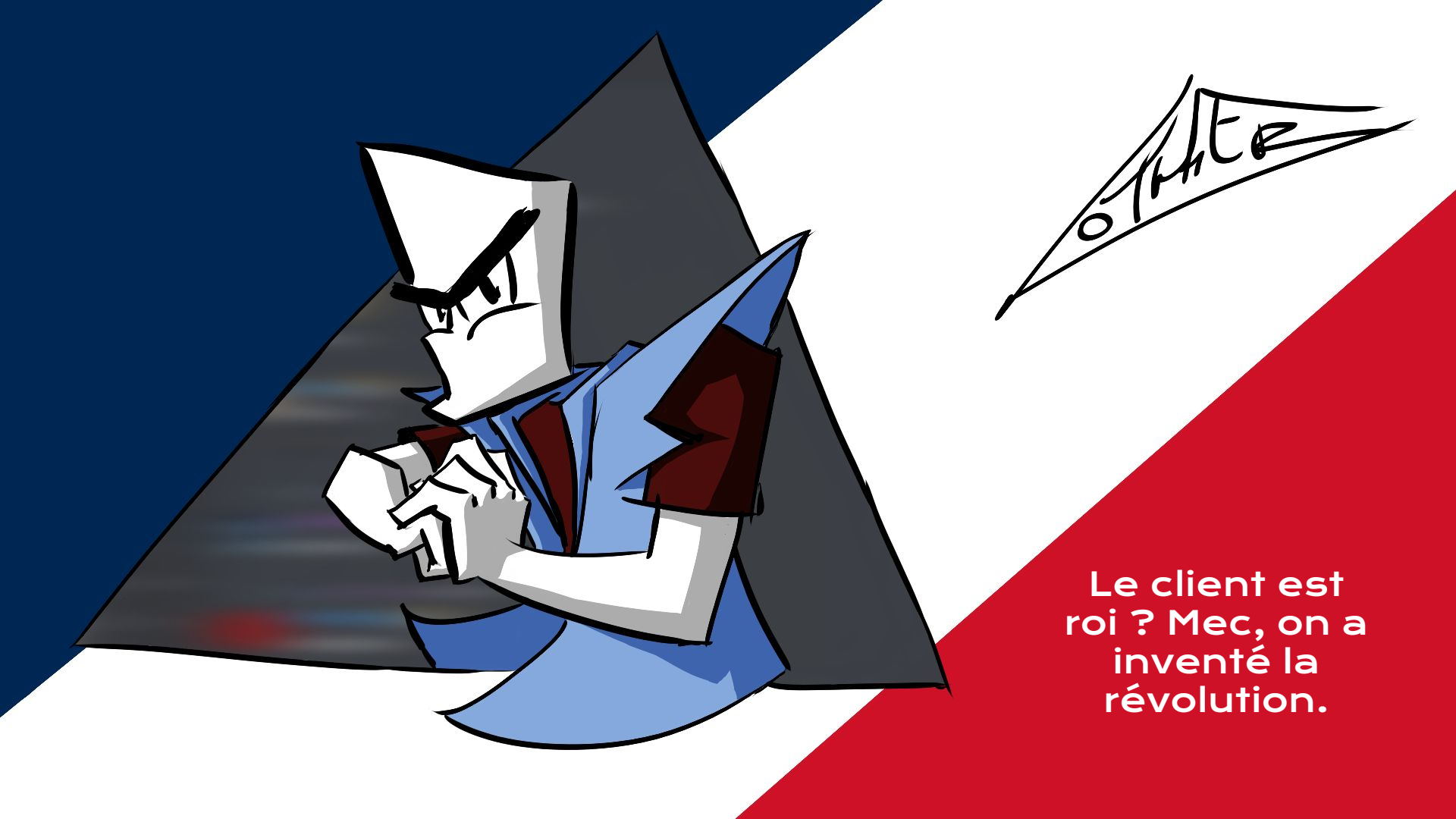
While in the meditative state you cannot move or see, so make sure you are safe when using it.

Additionally, the meditative state is really useful for getting out of pits that should kill anybody else.

Your support abilities can be really useful when in a pinch. Others might have a better time killing the enemies than you.

九丁イル

九丁イル



Le client est  
roi ? Mec, on a  
inventé la  
révolution.



## HISTORY:

Lothar is just your average game shop owner apart from the fact that the only key of his shop is cursed and thus constantly stolen from him. And thus he has to constantly get it back in order to be able to pay his taxes.

This times it's the Doom demons that got this bad idea.

Lothar hasn't slept well, he didn't had time to drink his coffee and is pissed of beyond belief.

## PRESENTATION:

Lothar is rather classic apart from one thing: his Motivation meter. It goes up by damaging enemies with primary fire or drinking coffee and is used by altfires. The quantity of motivation you have will impact your speed, rate of fire (VIT) and your defense (DEF)

## QUIRKS:

A motivation system impacting the player and its weapons.

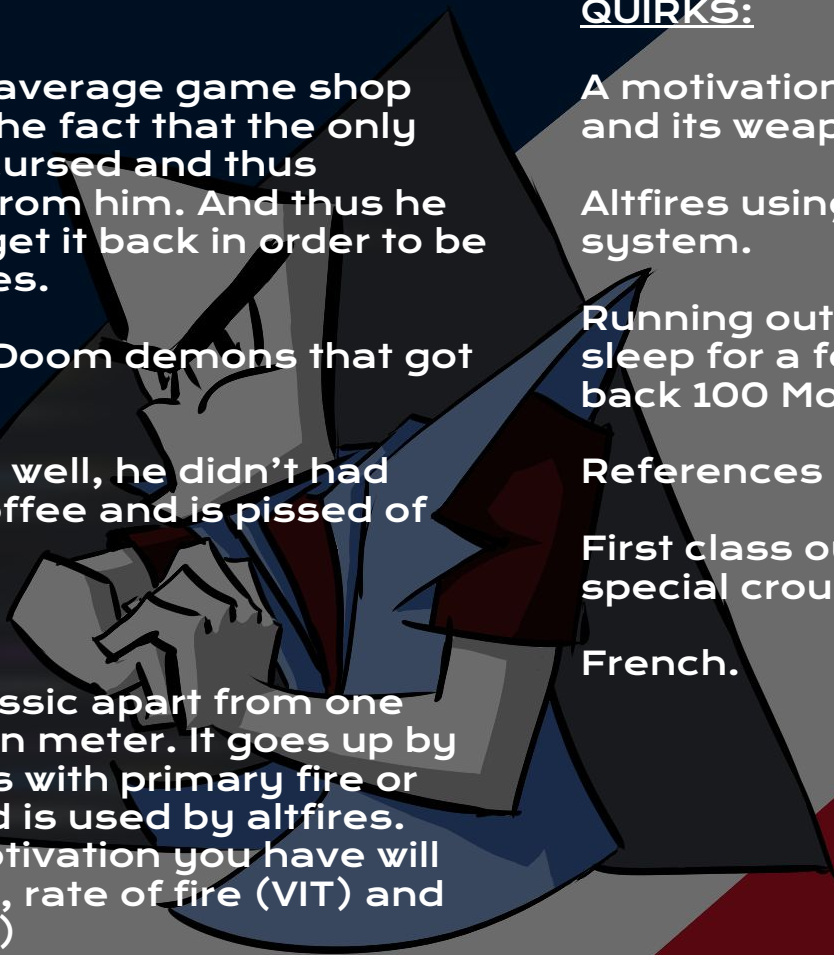
Altfires using that very same motivation system.

Running out of Motivation will make you sleep for a few seconds before getting back 100 Motivation.

References to other medias.

First class outside of Doomguy to have special crouching sprites.

French.



## ARSENAL:

### Starting weapons:

**Coffee:** drinking this will give you back 100 Motivation (for a max of 500).

**Manurhin MR 73:** This weapon chambered in .357 Magnum is a good starter weapon. It has unlimited ammo but has to be reloaded either automatically or passively. The Altfire unleashes a barrage of bullets for 5 Motivation per shot.

### Pickups:

**Good Old Fists (Chainsaw):** Punch your enemies with it. The Altfire triggers a Backhand Slap for 10 Motivation.

**Winchester Model 1887 (Shotgun):** Hasta la vista, baby ! This lever-action shotgun is efficient against fodder AND is stylish. The Altfire can be held down in order to release a powerful blast for 20 Motivation and 6 Shells.

**Delicious Milk (Super Shotgun):** This milk contains what everyone desires... What everyone deserves. Throw that on an enemy and not only that'll teach him a good lesson but also leaves a damaging flame behind. The Altfire heals you for a maximum cost of 8 Ammo and 100 Motivation. Don't get hurt while it's active or the healing process gets interrupted.

**FAMAS F1 (Chaingun):** First Generation French Bullpup. It fires 1 or 3 shots with an extreme precision for a weapon of its type. The Altfire uses 10 Ammo and 25 Motivation in order to fire a rifle grenade. (The more you know...).

**RAWCKIT LAUNCHAIR (Rocket Launcher):** For those who wonder why Marco didn't have this iconic weapon, that's why! It fires rockets (duh). On the other hand the Altfire fires a bigger rocket for 5 Rockets and 25 Motivation.

## Pickups (Continued):

Dragonball Z (Plasma Rifle): You may not be the prince of the Saiyans, but that shouldn't stop you from giving everything you have. At high Motivation, this weapons can shred through everything. The Altfire triggers a Final Flash for 50 Ki and 50 Motivation.

Okuu Cannon (BFG): Also known as Utsuho Reiuji's Third Leg, this weapon coming straight out of Touhou Project fires projectiles going at different speeds. The Altfire is a whole other story. For 100 Fusion and ALL of your Motivation it triggers a Spell Card after a charge time. It begins with 6 big projectiles shot around you then continues with salvos of projectiles being fired in front of you and in random directions until you run out of Motivation.





## TIPS AND TRICKS :

Stay motivated: Motivation plays a big part in Lothar's gameplay. Running out of it can sign your death arrest, because you'll be immobilised for 5 seconds before being able to move and fire again.

There's always something to do: All weapons gives Motivation directly with their Primary fire when hitting an enemy. The Okuu Cannon is an exception since it will drop objects that gives the Motivation on pickup.

The customer is king in his decision: Just like with Doomguy, some weapons are more efficient than others in certains situations. Be mindful of your opponents, they will use every opportunity they can.

Keep your back straight: Depending of your Motivation, you'll enter one of three possible states :

Tired: You move and fire slower but take only half the damage. Your attacks are also more powerful.  
(Motivation < 200)

Normal: Nothing special. Speed and defense are normal.  
(Motivation between 200 et 400)

Excited: Speed and Fire rate are greatly improved but you take 50% more damage.  
(Motivation > 400)

Respect the shopkeeper: Lothar is the avatar of the guy who did all of the illustrations for the manual and some classes (including this one). It's has no use to the gameplay, it just random trivia I wanted to say.



# FRANCETTE LECLERC

♪ J'aime l'oignon  
frit à l'huile... ♪

## HISTORY :

Francette Leclerc is what happen if you put a Leclerc tank through a Kantai Collection filter.

She got teleported away from her unit and she now has to work with the BYOC crew in order to go through her mission alive.

## PRESENTATION :

Francette Leclerc has a slower and more careful gameplay than other classes. She can take a lot of hits but her healing abilities are really limited, also firing any shot will slow her down for 3 seconds minimum. When she is not slowed down she constantly attacks in front of her with melee attacks.

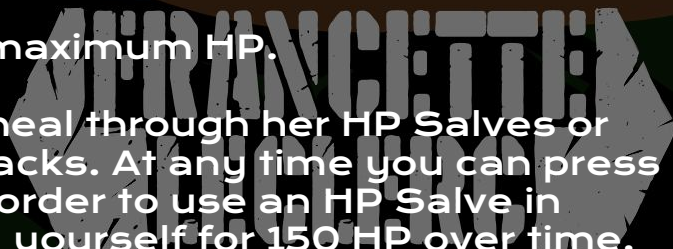
## QUIRKS:

Has 400 maximum HP.

Can only heal through her HP Salves or Berserk packs. At any time you can press Reload in order to use an HP Salve in order heal yourself for 150 HP over time. There's a measure making sure that you can't waste a Salve when you are at full HP.

Slows down when firing or after meleeing a strong enough enemy.

Can only get armor through a certain pickup and it is temporary.





## ARSENAL:

### Starting weapons:

**Tank tracks:** when you're not slowed down you are constantly attacking in front of you. Hitting an Imp or anything bigger will slow you down.

**MAC 50:** A French semi-automatic pistol. Powerful enough to one shot a Zombieman. A reliable weapon for kill confirms.

### Pickups:

**Reactive Armor (Chainsaw):** You can now press Zoom in order to gain a temporary 100 Armor that block all incoming damage until it runs out.

**Benelli M4 (Shotgun):** An Italian semi-automatic shotgun. Can one shot an Imp but isn't great at long distances.

**PGM Hecate II (Super Shotgun):** A French .50 Cal Sniper Rifle. Hold down the Fire button in order to stay scoped and release the button in order to fire. You can tap fire too.

**Famas F1 (Chaingun):** A French bullpup rifle. This one is far less precise than Lothar's but is more consistent. Firing it will always begin with a 3-round burst but holding the button down will make it continue firing until you release the button.

**GIAT Cannon CN120-26/52 (Rocket Launcher):** You can now hold and release the Altfire button in order to fire your canon with all weapons. It comes with a misclick prevention measure and you'll have to wait for 5 seconds between each shot. But it can help you in a pinch. Having the Reactive Armor active will stop any splash damage from it. Not recommended against Boss enemies.

## ARSENAL (continued) :

**M2 Browning Machine Gun (Plasma Rifle):**  
This Machine Gun shreds through enemies and your own ammo so use it against big hordes or against bosses.

**Airstrike (BFG):** Fires a flare that calls an airstrike at the position it lands on. Highly powerful but costly and requires cell ammo to recharge.



# FRANCETTE LECLERC

## TIPS AND TRICKS :

Keep an eye on your HP Salves. Three or Five times 150 HP seems like a lot but you could end up consuming these at a really fast rate.

Blue Armor or Soulsphere fills the Recharge bar by half, while the MegaspHERE directly gives you one HP Salve. So pick those accordingly in order to make sure you do not waste any precious Recharge resource.

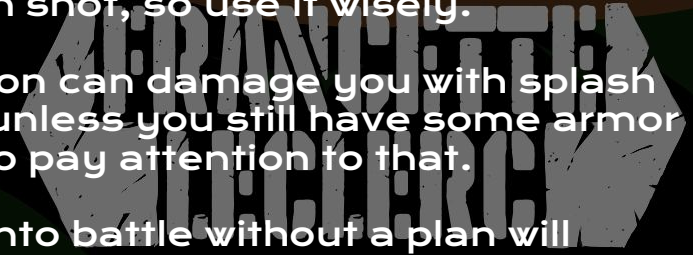
Meleeing in the wrong way will slow you down greatly so only do that if you're sure you can do it without drawbacks.

Every single weapon is good for different situations, so switch accordingly.

The cannon takes 5 seconds to reload after each shot, so use it wisely.

The cannon can damage you with splash damage unless you still have some armor on you, so pay attention to that.

Rushing into battle without a plan will surely end you being killed so assess the situation when you can.







# MOBSTER MATT

“TIME FER A  
DIRT NAP!”

## HISTORY:

Upon hearing that a demonic invasion was underway and coming to the conclusion that these demons would try to muscle in on his business, Matthew grabbed his 'working tools' and signed up to annihilate the satanic army. Matt was never one to question if his actions were justifiable on any moral scale, but this appears to be the mark of his first (maybe only) act of good deed for society.

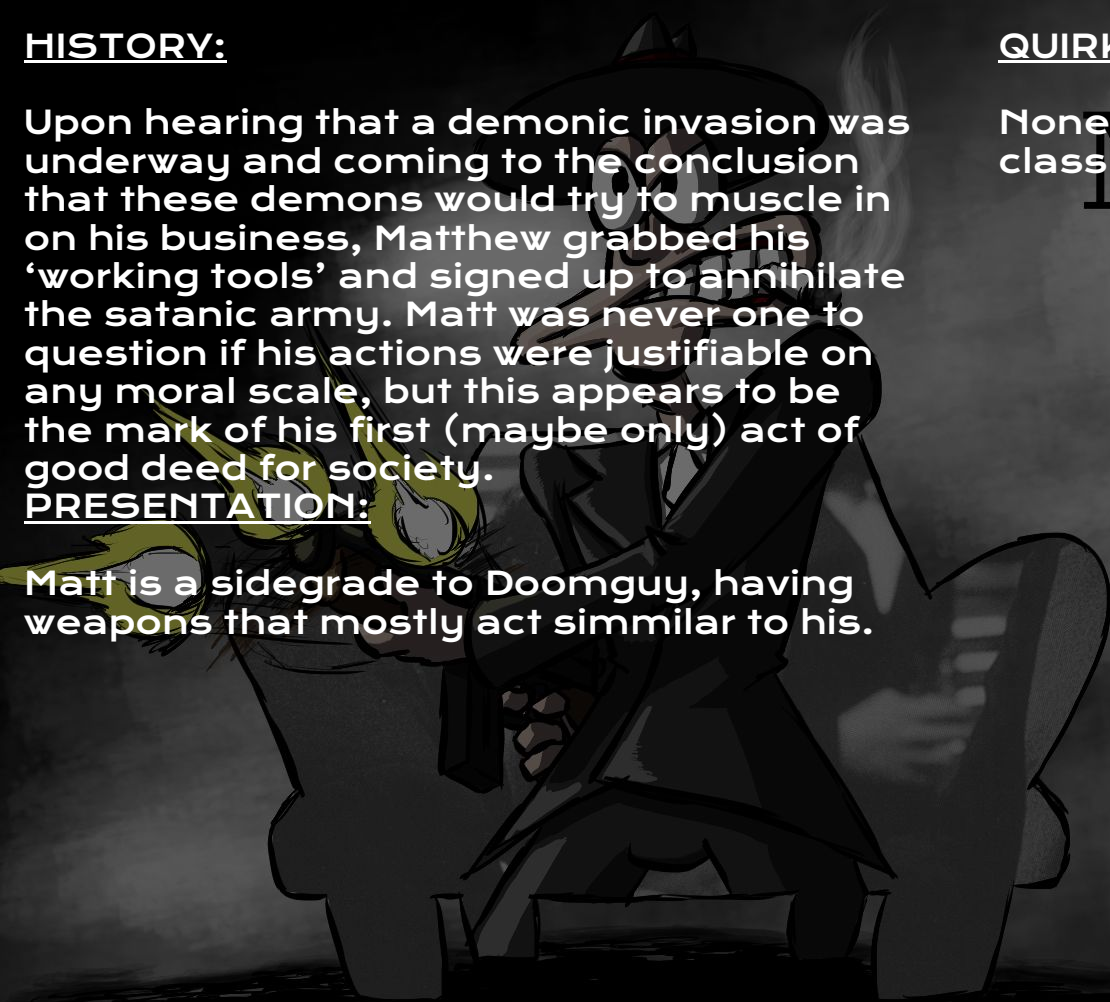
## PRESENTATION:

Matt is a sidegrade to Doomguy, having weapons that mostly act simmlar to his.

## QUIRKS:

None aside from the fact he was the first class to have a car.

# MOBSTER MATT



## ARSENAL:

### Starting weapons:

**Matt's Fist:** Pretty self explanatory, Matt doesn't have much punch unless you get a double damage pack, then he can really dish it out hard and fast!

**Matt's Pistol:** Helpful tool for diplomacy and easy to conceal on your person, not so helpful for mid to high tier foes, at least it's accurate.

### Pickups:

**Matt's Bat (Chainsaw):** Pretty good for busting in skulls and kneecaps. Hold down fire to swing frantically, and altfire to do an overhead swing.

**Matt's Shotgun (Shotgun):** Not the best firepower, but has good range.

**Matt's Double Barrel (Super Shotgun):** Fires one barrel at a time. Good stopping power and decent range. Just make sure you've got cover when you need to reload.

**Matt's Thomson (Chaingun):** The tried and true choice for cleaning and coagulation. The high rate of fire this gun has makes swiss of lower to mid tier enemies at the cost of having poor accuracy.

**Matt's Grenade Launcher (Rocket Launcher):** Groovy little utility for higher tier enemies. Grenades fired have a failsafe that prevents them from going off too close to you. Altfire makes grenades bounce and reload changes the grenade trajectory.

**Matt's Molotov (Plasma Rifle):** Best crossover between DIY and DUI. Does heavy damage to anything that waltzes into the flames (even yourself). Hold the fire button to change the trajectory.

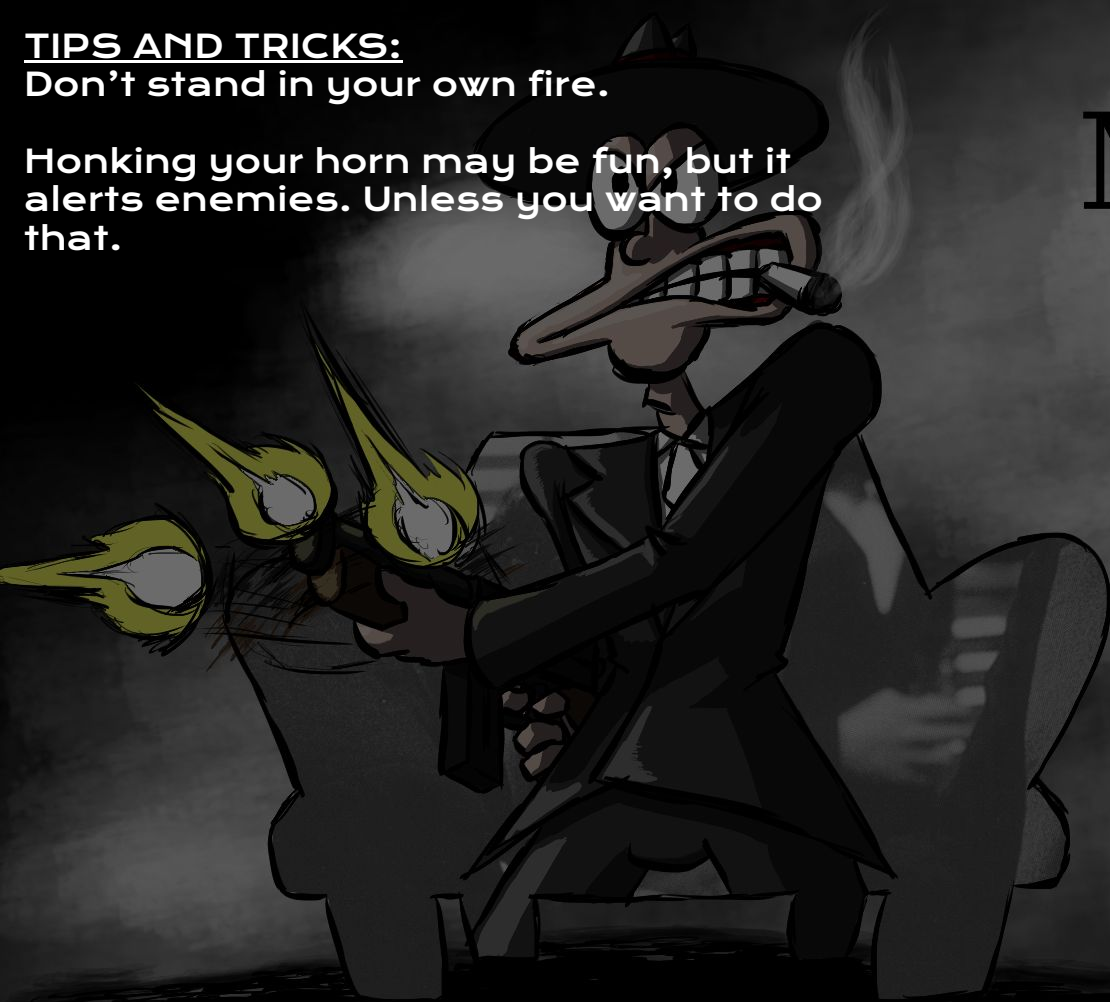
**1957 Abraham Lightning Hawk (BFG):** Press fire to floor it, and make anything on the wrong side of your bumper mincemeat, just dont be up in a bad spot when you stop. You gain partial damage resistance when charging. Altfire to honk the horn.



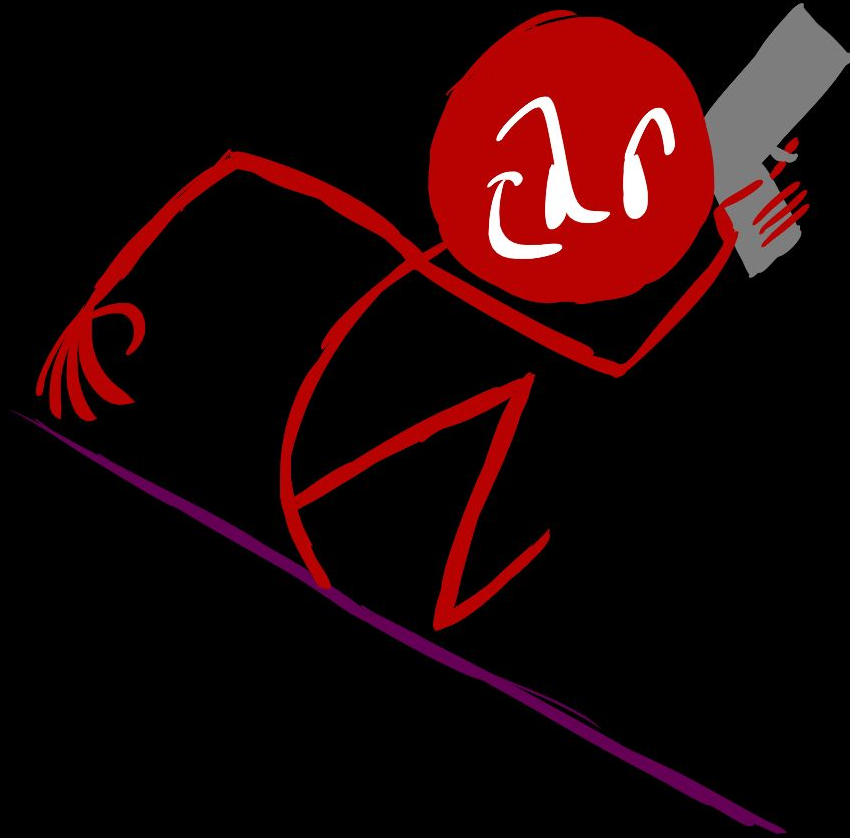
TIPS AND TRICKS:

Don't stand in your own fire.

Honking your horn may be fun, but it alerts enemies. Unless you want to do that.



# MOBSTER MATT



# STICKGUY

Time to have my  
own fun!

## HISTORY:

Stickguy is a literal stickman banished from his universe for abusing his bullshit powers, in his quest to pay for his crimes he finds the byoc crew and from there went decided to join them.

## PRESENTATION:

Stickguy, is pretty much a fancy sidegrade to doomguy in many cases, he has a quick melee, but it's weak, his weapons aren't great but that can be changed and sometimes he speaks too much.

## QUIRKS:

Hitting an enemy with his quick melee makes his weapons act go faster at the price of ammo consumption.

When killing enemies you get Some rage, which Depending how much you have it allows you to buff your melee damage. the amount is the following:

19 or less : 1 punch

20 or more: 1 big punch

The max amount of rage is 100, any punch will consume all 20 points of rage.



## ARSENAL:

### Starting weapons:

-Pistol: A slightly stronger version of the normal Pistol, speedfire mode will make it shoot weaker attacks

Stick of XiaoXiao: (Chainsaw) Upgrades the Melee with Additional Range!

Rifle (Shotgun): A hefty rifle, very precise and powerful at the cost of speed. Speed fire makes it fire faster at the price of accuracy.

Contraption (Super Shotgun): A weird contraption that uses shells. Main fire gives Stickguy tremors until he cocks the gun, speed fire mode makes it shoot faster (Both modes cost the same amount of shells).

Burst Rifle (Chaingun): As the name suggests it shoots out in burst of 3 bullets for the main fire, even stronger than the Pistol. When in speedfire mode, it goes full auto but less damage per shot.

Grenade Launcher (Rocket Launcher): Fires a gas grenade in an arc, bounces 4 times before detonation releasing a cloud of poisonous gas. Speedfire mode rapidly shoots grenades that simply explode, no gas. If Either you or your enemies survive, they must eat explosive damage for breakfastQ

Plasmanator (Plasma Rifle): Stickguy thinks it's a miniature building, but it's actually a very generic Plasma rifle. Speedfire unleashes the experimental plasma barrage that devastates anything it faces (Speedfire makes it fire continuously until it runs out of either the speed fire or ammo)

Frustration (BFG): Stickguy gets so frustrated that his punches works like a machine gun, and end off with one big PAUNCH! It consumes cell ammo for some reason, but on the brightside it makes stickguy nearly indestructible if he lands a blow.

## TIPS AND TRICKS:

Grenade launcher Gas bombs can ignore  
Bosses explosive damage resistance.

Spam taunt, Annoy everyone, they can't  
do SHIT!

Stickguy isn't just a normal stickman, any  
direction is a new way to express himself!  
Be him just floating, or using a unicycle  
for some reason, he really doesn't care.

A red stick figure character with a red helmet, holding a grey grenade launcher. The character is positioned in the center-left of the image, with its legs spread wide and arms outstretched. A long, thin purple line extends from the bottom left towards the character's feet.

# STICKGUY



**GUMBOALD**

YOU'RE BIG,  
YOU'RE UGLY,  
YOU'RE DEAD!





## HISTORY:

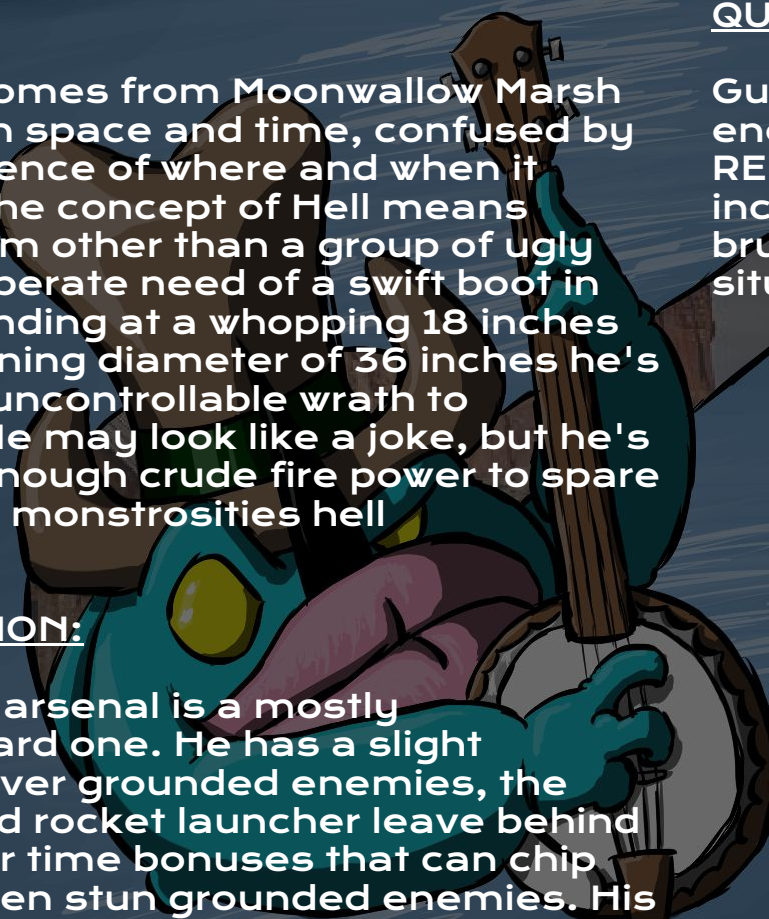
Gumboald comes from Moonwallow Marsh torn between space and time, confused by its own existence of where and when it should be. The concept of Hell means nothing to him other than a group of ugly faces in desperate need of a swift boot in the ass. Standing at a whopping 18 inches tall and stunning diameter of 36 inches he's got enough uncontrollable wrath to go around. He may look like a joke, but he's a joke with enough crude fire power to spare for the worst monstrosities hell can muster.

## PRESENTATION:

Gumboald's arsenal is a mostly straightforward one. He has a slight advantage over grounded enemies, the chaingun and rocket launcher leave behind damage over time bonuses that can chip away and even stun grounded enemies. His BFG is his trusty bird-like companion Paul that will seek out enemies wherever your crosshair points.

## QUIRKS:

Gumboald's main ability is his Rage, deal enough damage and you can hit the RELOAD key to unleash that rage with increased fire rate. This enables you to brute force your way through tough situations with clever thinkin'.



GUMBOALD



# ARSENAL:

## Banjo

Serenade your friends with the sweet sounds of your banjo or assault your enemies face, with a banjo. Hold primary fire to people you dislike, while secondary fire gives you a allows you to enjoy the sights and smells of poo water and damaging floors alike.

**RAGE BOOST: N/A**

## Dual Pistols

These are bean powered guns. Shoot bad things with them, the will die eventually. I promise. Right click for a classic pistol whip.

**RAGE BOOST: 4/5**

## Gumbo (Chainsaw):

A delicious treat to share and eat. All ammo will also give you some spice. Primary fire will have Gumboald sit down to a healthy meal recovering HP and relaxing himself, reducing rage. Secondary fire will have him scoop up a bowl and allow allies to pick it up for some health. This will increase his rage, not because he hates you, but because you couldn't take the time to compliment him.

**RAGE BOOST: -5/5 and 5/5**

## Trusty Musket (Shotgun):

One of the most powerful bug based weapons available. It comes with two modes of fire! Primary shoots a double helping and secondary fires a single. How does it work? Shut up, That's none of your business!

**RAGE BOOST: 3/5**

## Bug Lantern (Super Shotgun):

Filled with insects known for their excellent use in both spells and firebombs, this lantern can quickly release a large barrage of close range insect with primary fire. Upon a hit they burst into flame. Upon hitting alt fire you just toss the whole lantern, causing quite a bit of magic fire to spread you horrible little arsonist.

**RAGE BOOST: 3/5**

## Bean Rifle (Chaingun):

Taken off of some real jackass that wouldn't shut up about end of the world and all time stopping or some nonsense like that. altered to fire beans (Gumboald has no idea how to produce bullets) It offers a quick three burst shot when tap fired and a slower auto fire when held. Holding alt fire can offer up a stronger single shot.

**RAGE BOOST: 3/5**

## Spit Launcher (Rocket Launcher):

A species tradition of spitting with pinpoint precision coupled with a novice's understanding of simple ice magic combine into one actually dangerous projectile. This spear of ice deals hefty damage and shattering on impact leaving dangerous shards on the ground. While the shards do great damage and can even stun they won't effect bosses. Alt fire for a lovely poisonous smooch, no need to question what I'm telling you.

**RAGE BOOST: 2/5**

## Book Learnin' Book (Plasma Rifle):

An ancient tome written by the most powerful spellcaster who ever was and ever will be. Luckily for everyone else Gumboald doesn't know and doesn't care. He uses the unlimited power to punch people who would otherwise be to far away to punch with fire. Alt fire releases a bigger punch to make you feel better in times of stress.

**RAGE BOOST: 2/5**

## Lil' Paul (and Grand Raul and Obtuse Pierre) (BFG):

Lil' Paul is a Maumauj, the natural predator for Gumboald and his kind. Luckily Gumboald refuses to acknowledge the fact that something could threaten him and when three Maumauj eggs were left abandoned he tended and took care of them.

**RAGE BOOST: 1/5**



## TIPS AND TRICKS:

A weaker weapon like the pistol will kill enemies slower, but will fuel your rage much faster than the most powerful tool at your disposal. When things don't die when they ought to, it pisses off Gumboald something fierce.

Use your banjo when dealing with a level with too many damaging floors. The alt fire can keep you immune to damaging floors while you wander aimlessly wondering how your life ever came to this tragic conclusion. It also helps your friends suffering from the same mid-life crisis!

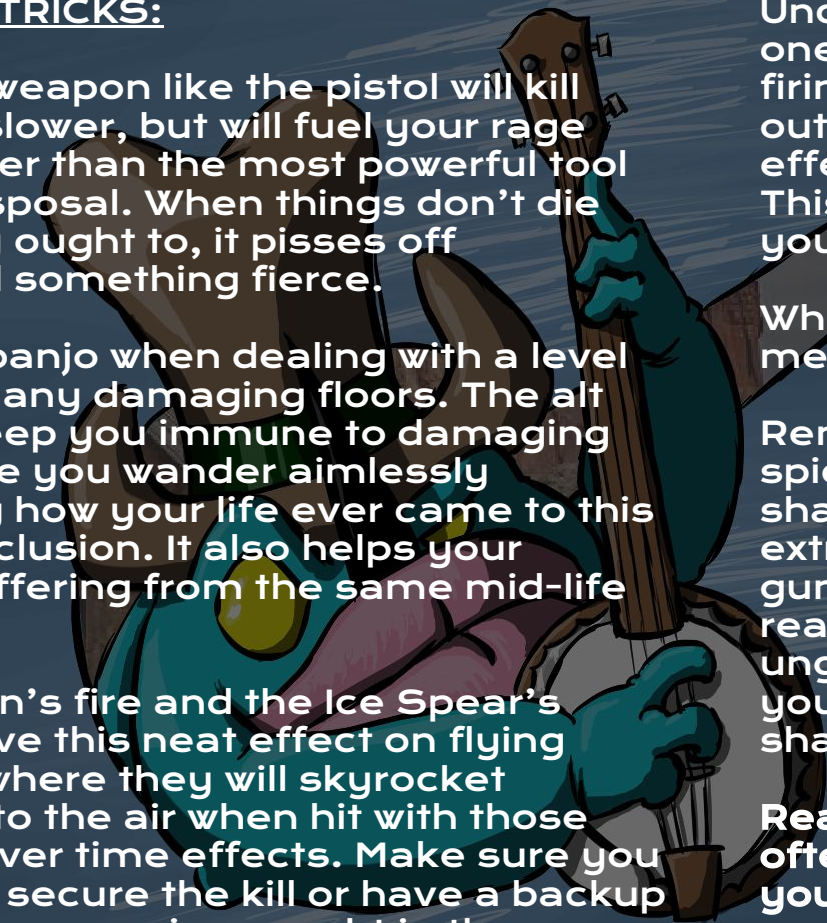
The lantern's fire and the Ice Spear's shards have this neat effect on flying enemies where they will skyrocket directly into the air when hit with those damage over time effects. Make sure you can either secure the kill or have a backup plan for any enemies caught in the Stratosphere.

Under rage your fire rate is increased. The one exception to this is Lil' Paul, whose firing costs doubles under rage but sends out both Grand Raul and Obtuse Pierre effectively tripling the damage output. This easily makes it an excellent option if you've got the cells to spare during rage.

While in rage, hitting enemies with your melees will replenish some of the meter.

Remember all ammo will give you some spice. Couple that with the fact that sharing Gumbo increases rage to get extra rages. When in doubt toss a bit of gumbo on the ground for pals. If you realize you've made a mistake and those ungrateful so and so's haven't eaten it you can revert all the problems caused by sharing and shove it in your face hole.

**Real winners use the taunt button as often as possible. You aren't a loser, are you? Don't be a loser.**



**GUMBOALD**





# BASINGA

## HISTORY:

A scavenger and adventure seeker belonging to a small, merchant and services guild, along with other aliens.

One day he gets a call from a numbered killer, with talks about demons trying to take over the galaxy and rallying up as much people as possible to stop them.

Killing stuff without remorse sounded like a fun activity, as well as meeting new friends. And something else, but I'm sure it's not that important if he forgot about it.

## PRESENTATION:

All his weapons have a gimmick and he can change between weapons quickly, so switching between weapons is encouraged and sometimes rewarded.

## QUIRKS:

-Juggles: His primary pistol and Rocket alt fire allow him to launch enemies into the air.

His taser and pUZIs will keep him and his enemies midair as long as shots are connected to a juggled enemy, as well as deal double damage but focusing on a single enemy when there's many could get tough



# RASINCA

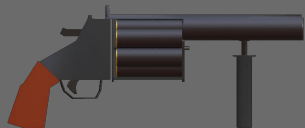
Starting weapons:Taser + Dash (Melee)

Press fire to do a continuous attack.  
You can juggle enemies with this!

Hold alt fire to charge your skate dash.  
Then press alt fire AND hold to keep dashing.

You resist 100 damage while dashing.  
Dashing into an enemy will commence a juggle.

The Chainsaw pickup powers up FIRE and makes ALT FIRE charge faster.

Short Fuze (Pistol)

Press Fire to launch a weak, short distance explosive.  
If it connects, it will START a juggle!  
Hit a juggled enemy for extra damage. It gets launched downwards!

Press Alt Fire to use a free longer ranged suction attack.  
Useful for when enemies are just out of range to reel them in a bit.

# BASINGA



### Space-12 (Shotgun)

Full auto shotgun. It shoots 4 pellets, with each one healing you by one. Complements the close ranged combat you'll be doing often.

It shoots mini shells, being weaker per pellet but having about the same dps.



### Basingun (Super Shotgun)

A gun made by the dude himself. It shoots a giant shell made out of 6 mini shells, being able to kill a Revenant in 1 blow.

It takes much longer to reload but you can swap before doing so.

It can heavily damage a juggled enemy.



# BASINGUN



### pUZIs (Chaingun)

Full auto uzis. They shoot really fast but drain ammo quicker. They're also never accurate, but gain accuracy the longer you shoot.

Juggling enemies with this is recommended due to the ability to keep them stunned midair for the longest time



### Spare (Rocket launcher)

Use spare skateboards to launch at enemies. The longer you hold the FIRE button, the more damage and faster it goes, but you're pulled forward while doing so.

It can START juggling multiple enemies if they're in radius. It'll also plummet a juggled enemy down.

# BASINGA

### Bindle (Plasma Rifle)

Summon friendly companions to help you in combat!  
Press reload to change which one you want at any time.

The summons are

- Basinglet: Runs into enemies and STARTS a juggle.
- Bowie: Starts spinning forward, vacuuming and damaging.
- Limet: Stands still and launches projectiles at enemies.
- Brumbis: When hit, it stays on an enemy's face until it dies.
- Marble Golem: It tanks all hits. Drops prices when destroyed.

Alt Fire drops presents that give a random variety of goodies.  
Getting a golden present increases your max health (up to 3 times)

### Cat Call (BFG)

Call your friend, Quincy cat, to start an orbital strike wherever you're aiming for. There can only be one strike at a time, so choose wisely.

Hitting a juggled enemy will keep it up in the air, then launch it downwards dealing massive damage.



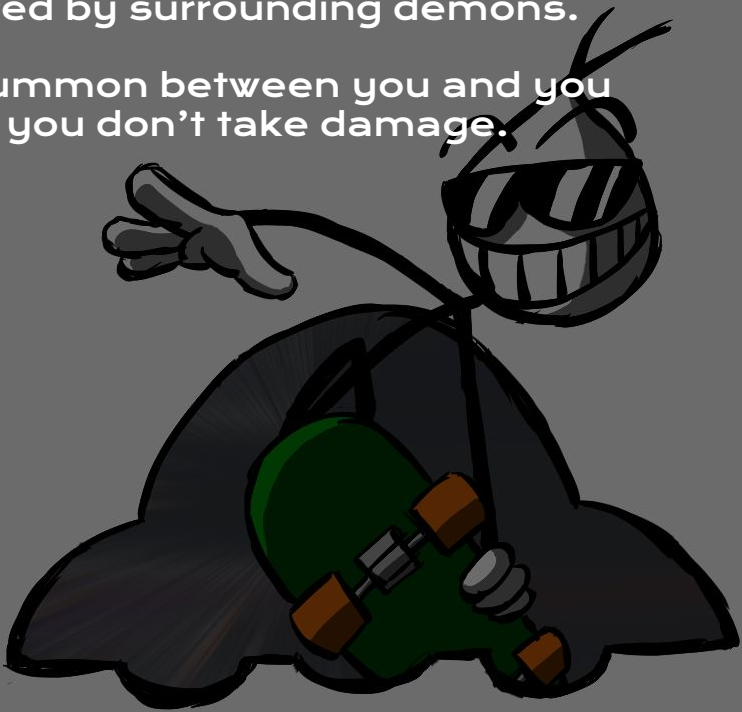




### TIPS AND TRICKS:

Juggles are strong but are an easy way to get cornered by surrounding demons.

Throw a summon between you and you enemy so you don't take damage.



# BASINGA

# CODSWORTH



Prepare to Fight  
or Prepare to Die

## HISTORY:

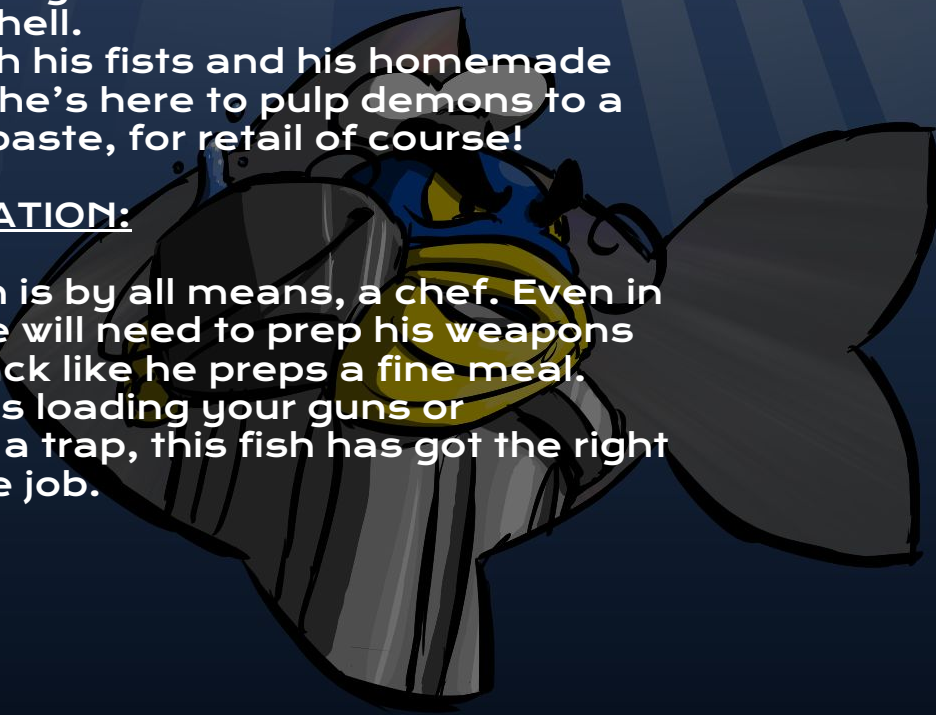
Codsworth, a cod, catfish, and koi fish hybrid who has no gills. He's fresh outta food to sell, and needs to find some ingredients in the lowest depths of hell. Armed with his fists and his homemade weapons, he's here to pulp demons to a chummy paste, for retail of course!

## PRESENTATION:

Codsworth is by all means, a chef. Even in combat he will need to prep his weapons for an attack like he preps a fine meal. Whether its loading your guns or deploying a trap, this fish has got the right tool for the job.

## QUIRKS:

Nothing that particularly stands out however some of his weaponry can be loaded with more ammo to dish out some better firepower.





## ARSENAL:

### Starting weapons:

**Fishy Fists:** The classic one-two combo, with a forward jab and then a following uppercut that can knock demons back. His altfire has him pull out his a spring powered fist that can propel him backwards if he hits an enemy at close range. Press Reload to pull out a basinglet, you can still punch, but you lose your uppercut, more of a fun thing to have while you are lost in a map.

**Cross-Pho:** A single Projectile that has a slow reload, but you can load up to 5 fish in the bow to skip reloads if you need to take something out fast. Altfire loads another fish into your Cross-Pho. Each load consumes one clip. Ideal for stealth operations as firing this weapon doesnt alert enemies.

### Pickups:

**Fryin' Pan (Chainsaw):** With this pan you can pulp enemies with it, it's faster than the fist and can just give em a good whack, which crunches them up temporarily. The Altfire allows you to swing the pan sideways, with a small window of time to reflect an enemy projectile. If you hit an enemy with the pan, (not the projectile) your reflective state lasts a bit longer.

**Fry Cook (Shotgun):** With this supersoaker full of oil, you can blast oil at the enemy, altfire pumps it up for one shell, but adds more output to the blast. Each charge makes your spread more intense.

## ARSENAL:

### Pickups (Continued):

Fujiwara Koifish (Super Shotgun): A living fish shotgun that literally eats your shells and spits em out.

Altfire allows you to feed the gun more ammo, each shell improving the output. There are two fire modes (can be swapped with reload), dripfeeder and all fish in one basket. Dripfeeder outputs one charge at a time, without having to reload, and all fish spits it out at once. The spread values and damage values are different for each.

SS-Oscar (Chaingun): Unleash a ton of de-boned sardines from this crank powered minigun. The longer you fire it, the faster you fire it due to Codsworth's severe impatience and temper. Use altfire to shoot an anchor, which slides on the ground and tears through enemies. It's got some hefty kick so use it with caution.

Trash Lid (Rocket Launcher) Toss your trusty patented bouncy trash can lids, but these ones explode! If you toss one on the ground it becomes a mine for your foes to step on. Altfire will make it immediately explode on impact instead of bouncing, but it won't become a mine. So watch your toes!

Eel Peeler (Plasma Gun):

Zap enemies! Each successful zap will deal small aoe damage to enemies. Using altfire will shoot out the whole eel, creating a shocking radius wherever it lands. Costs 50 Cells.

BOFP (BFG): Whats a BOFP? A Bucket of Fuckin' Piranhas! Toss a bucket that unleashes a swarm of semi homing piranhas, they bounce off walls as well. After a short bit the piranhas will starve making them lose their flying abilities, they will begin to flop at the enemy so air control isn't ideal for this swarm. You can only have one bucket deployed at a time. Costs 50 Cells.

## TIPS AND TRICKS:

Load your weapons when theres down time, It will help prepare for a big fight.

Deploy Mines in spaces you know are gonna be full of monsters, or on the fly if you are being chased.

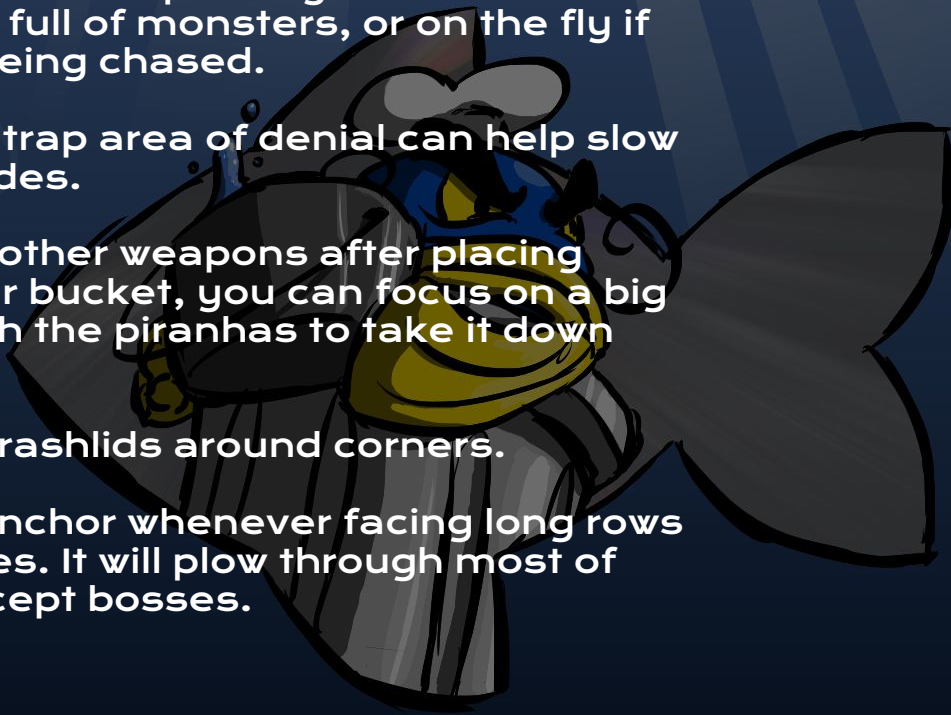
The eel's trap area of denial can help slow down hordes.

Use your other weapons after placing down your bucket, you can focus on a big target with the piranhas to take it down faster.

Bounce Trashlids around corners.

Use the anchor whenever facing long rows of enemies. It will plow through most of them, except bosses.

# CODSWORTH







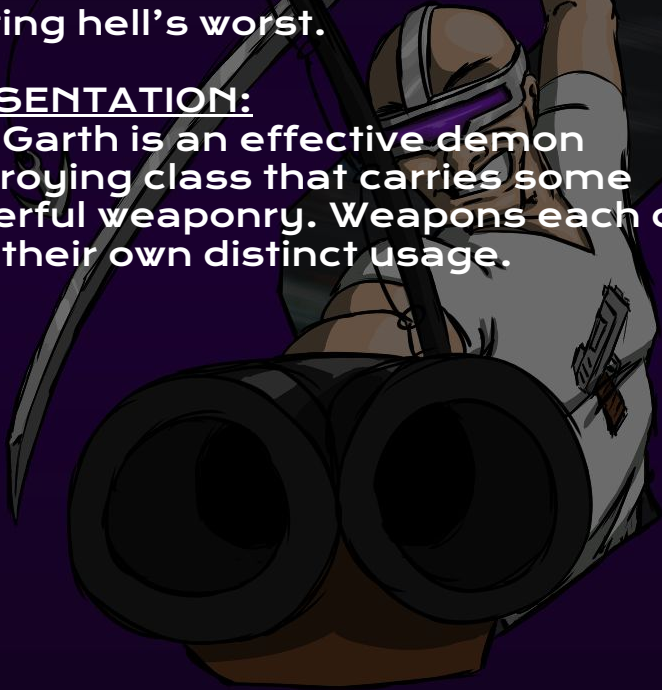
SON OF A  
GUN!

## HISTORY:

As a retired historian and trivia know it all, Garth “Gun” Greene is an avid collector and designer for all things weird. When hell broke loose, he put this skill to use designing the most absurd weapons he could think of and decided to have fun fighting hell’s worst.

## PRESENTATION:

Gun Garth is an effective demon destroying class that carries some powerful weaponry. Weapons each come with their own distinct usage.



## QUIRKS:

The ALTFIRE key always slashes the sword, Use it to cancel reload animations.

The RELOAD key always does something.

The ZOOM key lets you slide in a direction while you are moving. Use it to boost your speed or to swiftly dodge a projectile.

Like the Doom Slayer, his weapon capacities have been hit hard to accomodate for his power. He can get ammo back through his sword, which drops pickups on hit. The backpack does NOT increase his capacities but instead DOUBLES his sword drops.

Does not get BFG ammo from sword drops.

Bullets: 66

Shells: 24

Flares: 150

Cobs: 12

Electricity: 30

Bowling Balls: 5

## ARSENAL:

### Starting weapons:

**Siphon Katana:** A future-tech katana embedded with quantum energy that teleports a bit of ammo from Garth's "Private Ammo Stash" from his armory on successful hits. You can get all ammo types from it except Bowling Balls.

**Revolver:** A six shooter that has the forbidden ability to headshot enemies. Headshots on weaker enemies (chaingunner and below) instantly kill it, while higher tier demons take double damage. You know the headshot will hit when the enemies head either explodes, or erupts in yellow sparks. Can hold up to six shots and has to reload. The RELOAD key lets Garth fan the gun, which rapidly fires the gun but makes his shots less accurate.

## Pickups:

**Paintbrush (Chainsaw):** This brush lets Garth dip into his artistic side, letting him paint shit on walls. He has a wide range of colors to choose from, which can be changed with the RELOAD key. This has no combat function whatsoever, but you can still use the katana if a demon is interrupting you from creating a masterpiece.

**Slotgun (Shotgun):** This odd contraption is the child of a slot machine and a shotgun. It functions as a normal shotgun, but pressing the RELOAD key lets you gamble a shell for extra shots and a different spread. The number on the left indicates the shots, and the bullet icon on the right indicates the SPREAD. The best outcome you can get is 4 shots and the 1 bullet icon, the worst being 1 shot and the 5 bullet icon. The spread stays the same until you gamble again.

## ARSENAL:

### Pickups (Continued):

**Shark Mauler (Super Shotgun):**

This shotgun bites real hard, but its range is pitiful. The fishing pole attached isn't for show, by pressing the RELOAD key, you can cast out the fishing pole to reel in enemies from far away. Be warned as Garth has a bit of a strong tug from long distances, and might launch the enemy behind you.

**Chinese New Year (Chaingun):** A device that was stolen from a Chinese New Year parade and reworked into a weapon. This firework launcher shoots out fireworks that spiral into enemies and pop in a colorful explosion. Pressing the RELOAD key shoots a large unlit firework into an enemy for 5 flares, causing it to emit colorful sparks. Killing an enemy with these sparks causes it to explode into a bunch of fireworks.

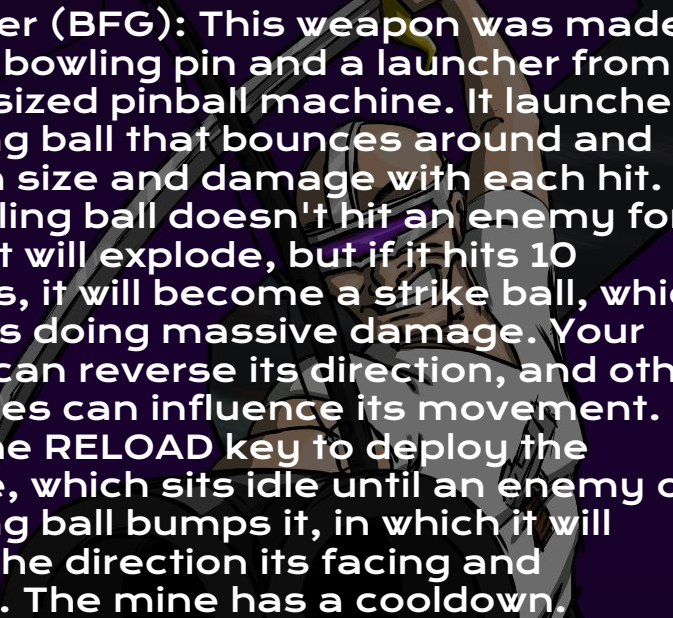
**Corn Cob Rocket Launcher (Rocket Launcher):** Garth once stumbled upon a mad farmer who gave him a single kernel of "Ballistic Corn". He crafted a weapon to launch these corn cob missiles. Launching these cobs produces enough heat that the kernels start to pop off of the missile, carpet bombing anything below. Pressing the RELOAD key blows up the whole cob dropping a large cluster of explosive kernels on the ground.

**Bloat Buster (Plasma Rifle):** Built from old run down arcade machines, the Bloat Buster shoots concentrated energy of corrupted static that scrambles any organic life it hits. Enemies affected by this static energy start to rapidly glitch out and if they die before the effect wears off, they leave black void particles for other enemies to run into and get scrambled too. You can charge your shot for 5 cells to unleash a big static ball that effects enemies nearby. Pressing the RELOAD key summons Crashy the ghost, and he will find an enemy to possess the enemy for a short time. The enemy will be removed permanently if it dies during possession. He will also slowly drain the enemy's life. There is a cooldown before you can use crashy again.



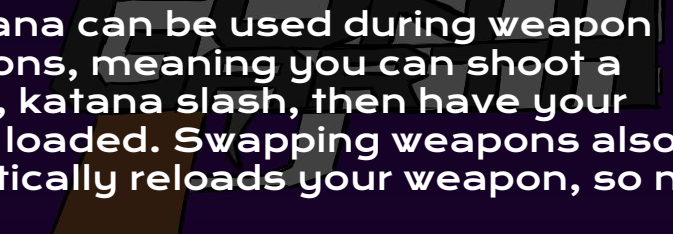
## ARSENAL:

### Pickups (Continued):

A character with a white shirt and a large, dark, circular visor is holding a katana in their right hand and a pinbowler weapon in their left hand. The pinbowler is a large, grey, cylindrical device with a yellow handle and a yellow ball at the end. The character is standing in front of a dark, textured background.

Pinbowler (BFG): This weapon was made out of a bowling pin and a launcher from an oversized pinball machine. It launches a bowling ball that bounces around and grows in size and damage with each hit. If the bowling ball doesn't hit an enemy for a while it will explode, but if it hits 10 enemies, it will become a strike ball, which explodes doing massive damage. Your katana can reverse its direction, and other projectiles can influence its movement. Press the RELOAD key to deploy the Pinmine, which sits idle until an enemy or a bowling ball bumps it, in which it will launch the direction its facing and explode. The mine has a cooldown.

## TIPS AND TRICKS:

A katana with a dark blade and a light-colored hilt is shown. The blade has a checkered pattern near the base. The hilt is wrapped in a light-colored material.

The katana can be used during weapon animations, meaning you can shoot a weapon, katana slash, then have your weapon loaded. Swapping weapons also automatically reloads your weapon, so mix it up.

The katana always does two slashes, but you can do more by HOLDING altfire.

The Pinbowler is ideal in close tight spaces.

Use Crashy the ghost on a high tier enemy with low health to finish it off and permanently delete it.

The revolver and katana are good weapons to switch to after using a strong weapon like the shark mauler or the corncob launcher.

Bowling balls and Pinmines are affected by projectiles, even ally and monster projectiles.



**BANDIT BOWIE**

**\*Bone Sounds\***

**UNDEAD OR ~~ALIVE~~**

## HISTORY:

A literal bonehead, a bandit from times of old who stole an ancient relic from a little girl who was secretly the devil. The artifact melted his flesh off, and now he is forced to roam as a skeleton

## PRESENTATION:

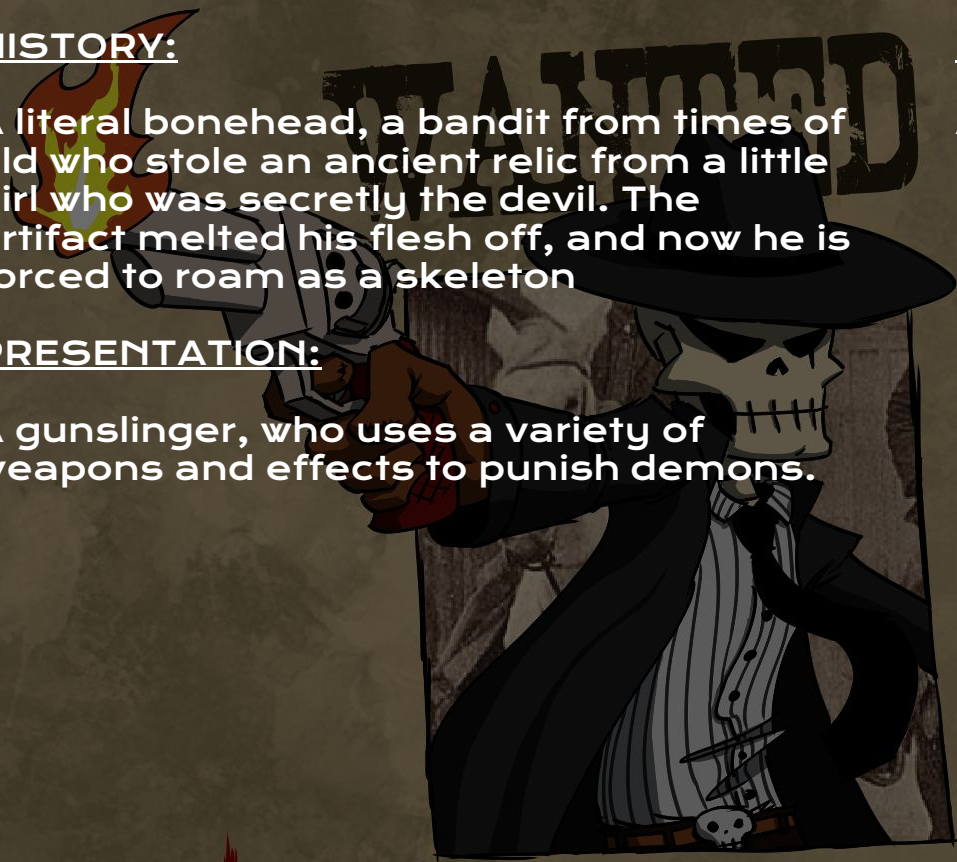
A gunslinger, who uses a variety of weapons and effects to punish demons.

## QUIRKS:

Altfire will let you melee combo enemies.

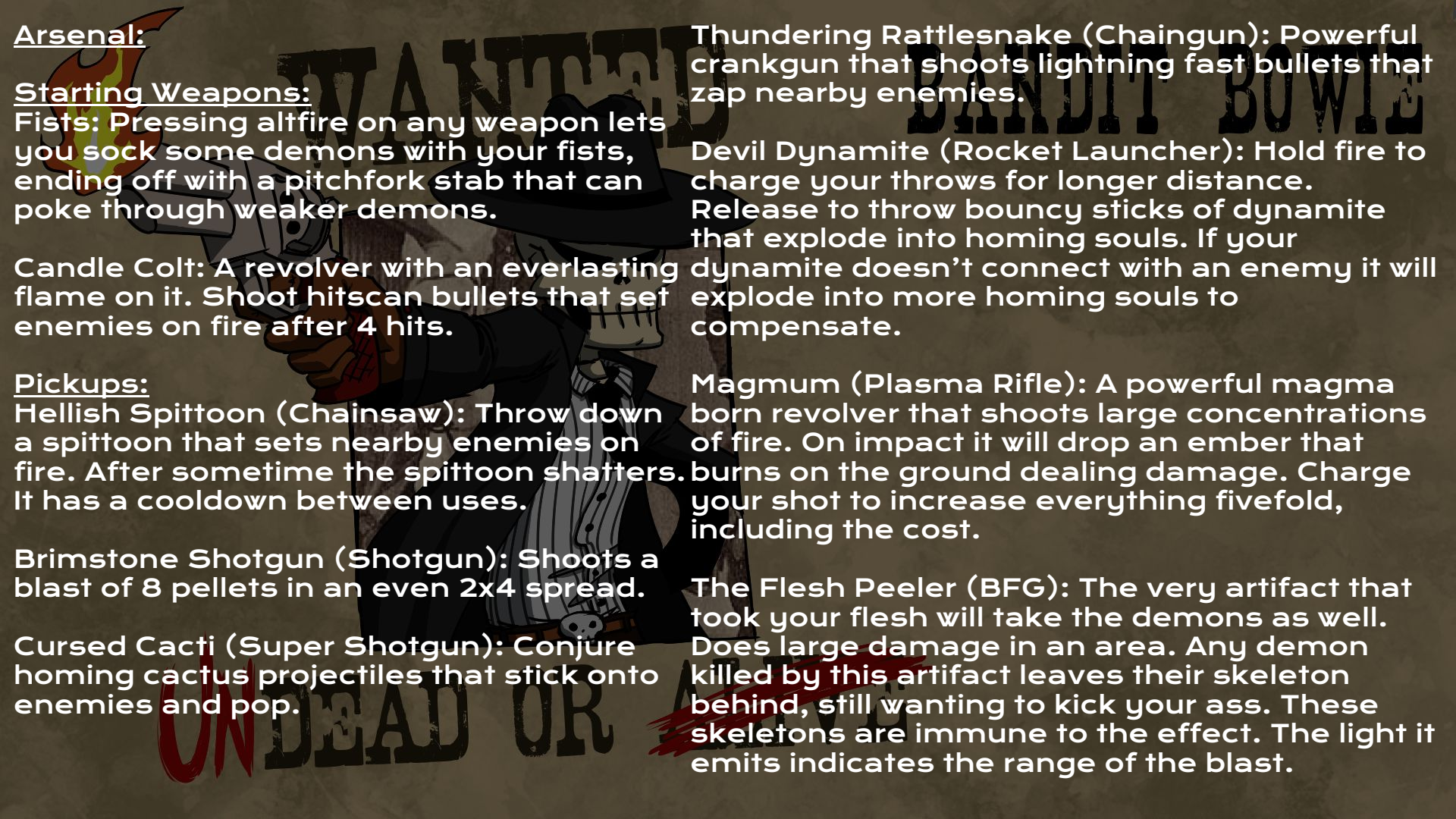
Some weapons will set enemies on fire.

UNDEAD OR ~~ALIVE~~



BANDIT BOWIE





## Arsenal:

### Starting Weapons:

**Fists:** Pressing altfire on any weapon lets you sock some demons with your fists, ending off with a pitchfork stab that can poke through weaker demons.

**Candle Colt:** A revolver with an everlasting flame on it. Shoot hitscan bullets that set enemies on fire after 4 hits.

### Pickups:

**Hellish Spittoon (Chainsaw):** Throw down a spittoon that sets nearby enemies on fire. After sometime the spittoon shatters. It has a cooldown between uses.

**Brimstone Shotgun (Shotgun):** Shoots a blast of 8 pellets in an even 2x4 spread.

**Cursed Cacti (Super Shotgun):** Conjure homing cactus projectiles that stick onto enemies and pop.

**Thundering Rattlesnake (Chaingun):** Powerful crankgun that shoots lightning fast bullets that zap nearby enemies.

**Devil Dynamite (Rocket Launcher):** Hold fire to charge your throws for longer distance. Release to throw bouncy sticks of dynamite that explode into homing souls. If your dynamite doesn't connect with an enemy it will explode into more homing souls to compensate.

**Magnum (Plasma Rifle):** A powerful magma born revolver that shoots large concentrations of fire. On impact it will drop an ember that burns on the ground dealing damage. Charge your shot to increase everything fivefold, including the cost.

**The Flesh Peeler (BFG):** The very artifact that took your flesh will take the demons as well. Does large damage in an area. Any demon killed by this artifact leaves their skeleton behind, still wanting to kick your ass. These skeletons are immune to the effect. The light it emits indicates the range of the blast.



## TIPS AND TRICKS:

Fire can take care of demons while you fight others, but it fizzles out fast. Your best option for long term burning is the spittoon.

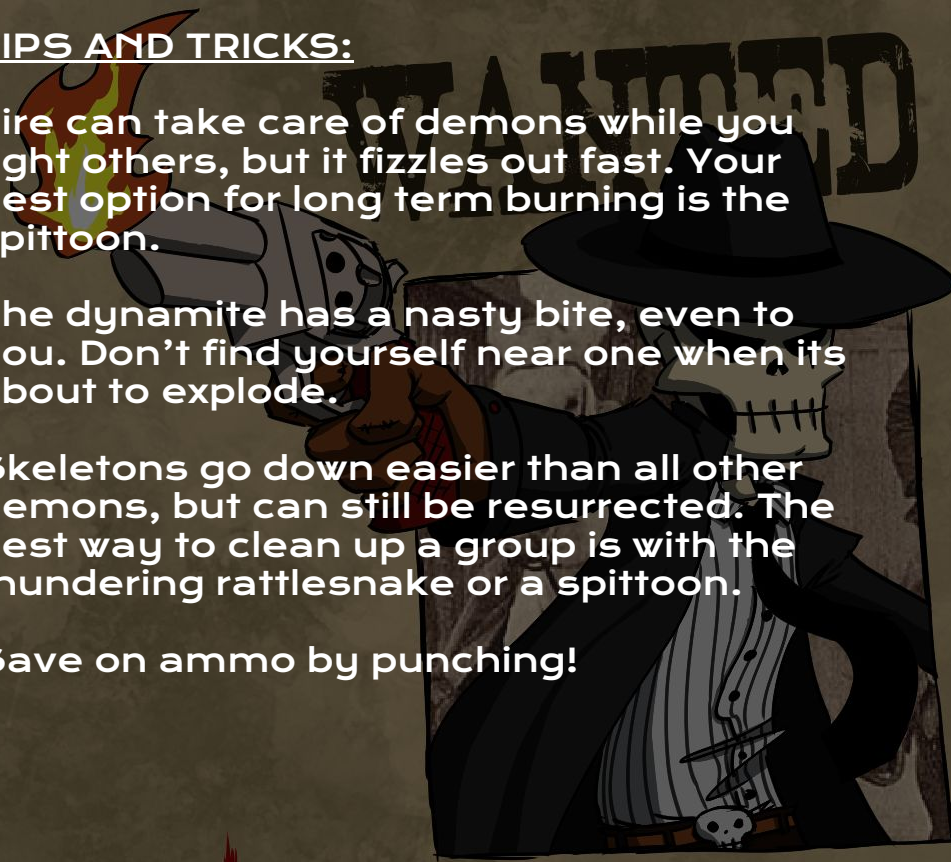
The dynamite has a nasty bite, even to you. Don't find yourself near one when its about to explode.

Skeletons go down easier than all other demons, but can still be resurrected. The best way to clean up a group is with the thundering rattlesnake or a spittoon.

Save on ammo by punching!

# BANDIT BOWIE

UNDEAD OR ~~ALIVE~~





AND MORE TO COME...

# CREDITS

Doomguy - id Software (duh), edits by revenatn

Peppino - McPig for sprites, code by revenatn, edits by Basinga, HUD by Lothar

Noise - Kyoobot for sprites, code by Basinga, HUD by Lothar

Stupid Rat - McPig for sprites, code by Basinga

PTG - McPig for sprites, code by revenatn, edits by Basinga and HUD by Lothar

AVGN - revenatn

Moorhuhn - Crayola, edits by revenatn and Basinga, HUD by Lothar

Revenant - revenatn, edits by Basinga

Heavy Weapons Guy - revenatn

Rayman - Crayola, edits by revenatn & basinga, HUD by Lothar

Serious Sam - revenatn

Serious Sam 4 - Fesh

Morshu - McPig, edits by Basinga, HUD by Lothar

Yung Venuz - Crayola, XBC, HUD by Lothar

Tony Soprano - McPig, HUD by Lothar

Trollface - Crayola, XBC, Basinga, Scotty, small assistance by revenatn and Fesh.

Marco - Lothar

Pico - Redead-ITA, additional sprite help (player sprites) by Yankee Jim, edits by Basinga

Doom Slayer - Fesh, HUD by Lothar, sprite assistance from Lattapotta , Hvellor for sprite and sound assistance

Niko (OneShot) - Crayola, XBC, Scotty, some help from revenatn and Basinga

Sir Dan - Fesh

Fred Chexter - Pizza (Chex) Delivery Maid

Quote - XBC for code, Lothar for sprites, Vorco for HUD, Cactus Companion for the skin and mugshot, memelad for extra help with the mugshot



# CREDITS

IdG - Lothar

Stickguy - Redead-ITA, edits by Basinga

Basinga - Basinga, Vorco for HUD

Mobster Matt - SinisterSpud

Jhonnykiller45 - Jhonnykiller45 for sprites, code by Basinga, reanimations by revenatn

Gumboald - Vorco for sprites, Basinga for code, edits by revenatn

Killer46 - Jhonnykiller45 for sprites, code by Scotty, reanimations by revenatn, edits by

Basinga and Fesh

Codsworth - Fesh, Lothar for HUD

Gun Garth - Fesh

Bandit Bowie - Fesh

Melty Man - McPig

Kyuteru - Lothar

Lothar - Lothar

Doise - Basinga, original Noise player sprites by Kyooobot, spray decal by Randy, xdeath  
sprites by Lunex

Megaman Sprite - Basinga

Bob & bob - PTG, edits by Basinga

Arti - Combine\_Kegan

Telos - Combine\_Kegan

Ash Williams - Lothar

Homer - Weapons by realscotty, player sprites by Kyooobot, HUD by Ultra64

Gary - Silvercide, player sprites by Vorco, health HUD by revenatn

# CREDITS

Devil Marine - Jhonnykiller45 and Basinga

Postal Dude - Player sprites and some weapons scripts by Revenatn, weapon sprites and other weapons scripts by Lothar, Minor edits by Fesh, sounds and original character from the Postal series by Running With Scissors

Francette Leclerc - Lothar, voices from Girl und Panzer series

Ammo pickup sprites by revenatn with kickstarting help by Jhonnykiller45

Quad Damage pickup sprite edit by Jhonnykiller45

Cosmetics Programed by Basinga:

In-Game Menu Programmed by Basinga

Manual Art by Lothar

Manual edited by Fesh, Lothar, Vorco, Combine\_Kegan, XBC, Crayola, Revenatn, Basinga, realscotty, and Redead-ITA.

Special thanks to: Combine\_Kegan, Sledge, and Ultra64

